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THE

CHESS OPENINGS,

WITH

DIAGRAMS OF NOTABLE POSITIONS AND PROBLEMS,

CONSIDERED CRITICALLY AND PRACTICALLY,

15
9 553

By H. E. BIRD.

Price, ... $1.00.

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TO

H. ASPINWALL HOWE, LL.D., to THOMAS WORKMAN, M. P.,

AND TO THE

MEMBERS OF THE MONTREAL CHESS CLUB,

THIS SKETCH OF THE CHESS OPENINGS

IS DEDICATED,

In vivid recollection and most grateful appreciation of the courtesy and unbounded liberality exteuded to him on the occasion of his visit to Montreal, in the winter of 1876–7.

By their obliged servant and warm chess admirer,

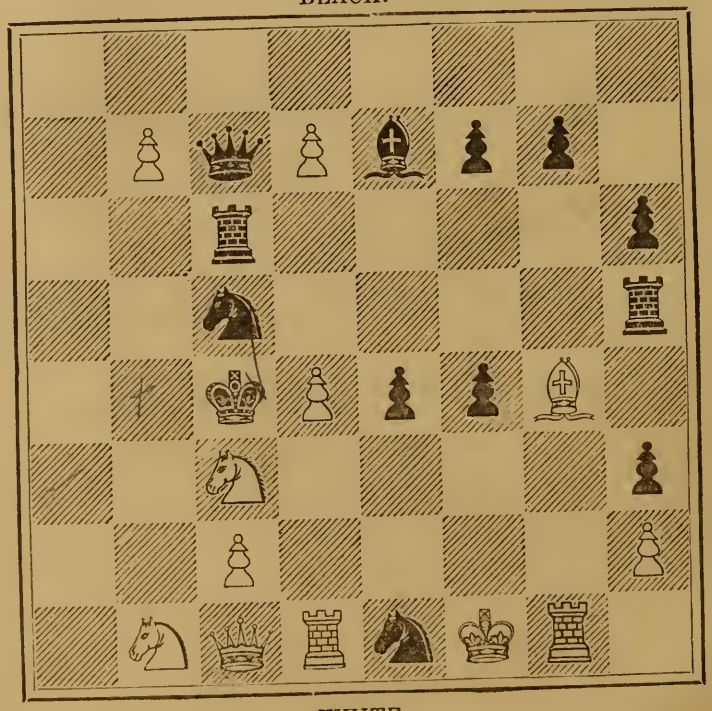
H. E. BIRD.

DEDICATED WITH FEELINGS OF THE KINDEST APPRECIATION TO OUR DISTINGUISHED VISITOR,

H. E. BIRD,

BY HIS ADMIRER, SAMUEL LOYD.

BLACK.



WHITE.

White to play and give mate in 4 moves.

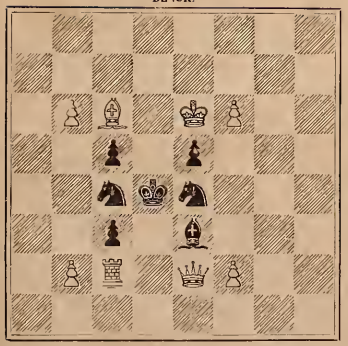
DEDICATED

In remembrance of many friendly contests over the Chess Board, by

A. P. BARNES,

TO

H.



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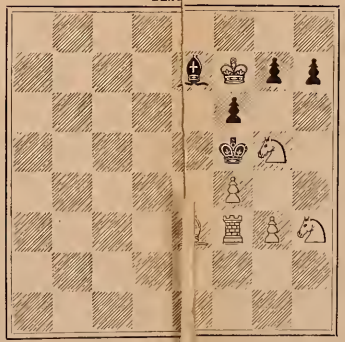

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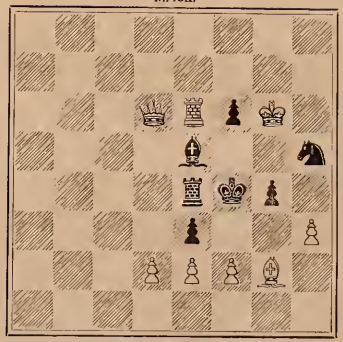

PREFACE.

Numerous works on chess have been published within the past twenty years, which have been intended to throw light on the intricacies of the game, and especially to present an analysis of the great variety of openings and "gambits," a practical knowledge of which is so important an essential to those aiming to excel as players. While most of these works have contained valuable and instructive information, they have, in too many cases, lacked in simplicity and directness in teaching, either being too scientific in structure or too wearisome in detail to command the attention of the general class of readers. What has long been wanted in this connection is a book on the chess openings which would at once embrace the pith of the lessons taught by the great masters in chess strategy, and present in the plainest and most lucid manner the best openings for chess students to learn which experience and skill could point out, besides combining also the latest inventions in openings or variations of gambits which have been recently introduced in the world of chess. This is the end the author of this latest chess work has had in view, and we leave his book itself to tell the story of how far he has succeeded in his object.

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CHESS IN AMERICA.

Whatever we Americans take hold of in the way of recreative exercise, whether of a mental or physical character, we seldom rest content until we can excel "all creation" as its special exemplars. If we cannot do this collectively, we manage to succeed individually; and if we do not always maintain the prestige of success, we can at least point to having at one time held the honors in a contest with all the world. The rapidity, too, with which we arrive at the point of excellence aimed at is also a national characteristic, the most striking illustration of this peculiarity being the brilliant achievements of our American International rifle team. But we have in Paul Morphy's brief but dazzling career in chess history an example of our national ability to excel and to do it rapidly, which is equally striking, while this latter instance also illustrates another national characteristic, and that is our tendency to go into things of this kind with a rush, and to achieve our victory on the waves of a public furore. While the royal game of chess has been practically known in republican America for the past century, it was not until some twenty years ago that we began to realize the fact that it was a game admirably suited to our "calculating" and "reckoning" people, and then we rushed into chess with characteristic impetuosity, and we did not rest content until we had placed an American chess player

on the pedestal of the world's championship in the game. Of course this was done in the excitement of a public chess furore, the period known as "the Morphy excitement" being one which marked the permanent establishment of chess as one of our national pastimes; not one which, like baseball, "is native and to the manner born," but a game which no nationality can call its own, it being cosmopolitan—the grand game of the entire civilized world.

The history of chess in America may be said to date from the time of Benjamin Franklin, who was the first to bring the game into public notice in this country, and he played chess in Philadelphia over a hundred years ago. Franklin's essay on the "Morals of Chess" is a standing legacy connected with the game left by the old philosopher to his countrymen. In 1802 the first chess book published in America was printed in Philadelphia; in fact, that city seems to be the home of chess in this country. It was here that Charles Vezin—the first foreign player of note to come to America—first found contestants worthy of his skill. But this was not until the period of the war of 1812. At that time the various chess openings, or "gambits," were almost unknown to American votaries of the game. The old Philadelphia Athenæum was for years after this the chess centre of that city, the veteran Vezin having a chess corner in its reading room, where the librarian, McIlhenney, and afterwards Professor Vethake, used to indulge in their favorite pastime. The first regular chess club in America, however, was that which held its winter evening meetings in the old City Hotel on Broadway, near Trinity Church, New York, and this club was in active operation in 1801. Before this time a noted chess player named Louis Rou had made the game known in that city, and during the exciting period of the last quarter of the eighteenth century chess gradually but surely came into vogue as a recreation for literateurs and men of studious habits. Still, from the time of the Revolution up to

1826, chess may be said to have been a game known but to the choice few in America; but in the latter year an event occurred which had a marked influence on the progress of chess in popularity in the United States, and that was the arrival in America of the celebrated automaton chess player. The advent of Maelzel with Von Kempelon's masterpiece of automatic work led to quite a stir in chess in the cities where it was exhibited, and it did more to give an impetus to the game than anything which occurred prior to the advent of Paul Morphy, some thirty years afterward. In Europe scientific men had been puzzled and chess players startled by its apparently inexplicable powers. In America it equally astonished our people. One important result here was to lead us curious and inquiring Yankees to investigate the game of chess, to examine into its special merits, and to acquire a practical knowledge of its great intricacies. By this means the votaries of chess in America were increased by hundreds. Chess books came into demand, and editions of the works of Philidor, Cochrane and Lewes on the game had to be imported, and in some instances foreign chess treatises were republished in this country. Thus did chess slowly but surely win its way in public favor in America. But it was not until the noteworthy year of 1851 that the first step was taken which led to the furore for chess in this country which prevailed about twenty years ago, and which culminated in its permanent establishment as a naturalized institution of the land, and the game of all games best suited to the mental characteristics of the American people.

When the great International Chess Congress of 1851 took place, and the doings of the noted players who took part in the grand chess tournament held in London that year came to be talked about in America, and the names of Staunton, Horwitz, Anderssen, Lowenthal and other chess lights of the day became almost as household words with our chess players, the attention of Americans as a people was more particularly called to the game, and

then it was that our native ambition to excel began to manifest itself. The brilliant achievements of the yacht America in defeating the fastest English yachts in their own waters had given an inspiration to the votaries of other sports to "go and do likewise," and American chess players began to ask themselves whether it was not within the bounds of possibility to raise up a chess champion able at least to give the experts of Europe some trouble to beat him. At this time, though considerable attention was being paid to chess in this country, no approach to the great popularity it now possesses had been reached. Throughout the United States but one weekly paper published a chess column, and but one chess magazine was issued, and that had but a short life, the old sporting paper, the *Spirit of the Times*, and Stanley's *Chess Magazine*, being the only existing vehicles of chess news of the period. Some years after this, and when two international chess tournaments in Europe had settled the question as to who were the leading players of the world, a movement was made in this country looking to the occurrence of an American chess congress, and in 1857 the first meeting of American chess players was held in New York, where a grand tournament took place which brought to light the newly discovered star which afterwards shone with such lustre before the magnates of the chess world of Europe.

In this retrospective glance at the history of chess in America we are of necessity obliged to be very brief, as our remarks are only intended as an introduction to the work now presented to American chess readers. Not to dwell somewhat on the period of Morphy's short but brilliant career, however, would be to slight the greatest epoch in American chess history. Our chess star was first discovered in the Southern portion of our hemisphere by Herr Lowenthal in 1849; but it was left to the American chess congress of 1857 to develop the fact that this star was one of the first magnitude. Suffice it to say that after young Paul Morphy had won the highest prize in the American tournament of 1857, he

visited Europe in 1858, and in the chess salons of London and Paris carried off the honors as the champion chess player of the civilized world. In the chess columns of the London *Era* of October 5, 1856—two years before Morphy made his brilliant *debut* before the chess world—appeared this noteworthy paragraph: "We must pay some attention to chess in America if we mean to keep our laurels green. The men of the new world are not apt to lag behind when they throw themselves into any pursuit; and if we do not take care *we may have the next chess champion from the far West.*" These were prophetic words. Morphy's brilliant achievements in Europe attracted such attention to chess in this country that, as we said before, a perfect furore for the game set in, and it continued until chess became thoroughly naturalized among us. Chess clubs sprang into existence by the dozen; chess columns became a necessity with all weekly papers aiming at any æsthetic excellence or high social patronage. Ultimately the furore subsided, and it has been succeeded by a quiet but permanent popularity which has made chess a household pastime throughout the land.

Herr Lowenthal, after visiting America some twenty-eight years ago, referred to the progress chess had then made in the United States in the following terms. He said: "My general impression of chess in America was that there was great latent ability in their players, *but a deficiency in theoretical knowledge* and a want of a high standard of play." That was, it should be remembered, before Morphy's advent. "I did not meet," he says, "throughout the States the equals of the great players of Europe, but the people had in them at once *the logical calculating power* of the northern races and the quick perception and warm impulses of the South, and they required only opportunity and practice to take a high place in the world of chess." One attribute of American players struck him forcibly, and that was quickness in moving. "Here in Europe," he states, "a match

game will occupy a whole day, but in America I have played three or four games at a sitting." In New Orleans he played with "young Morphy," then about thirteen years of age, and he says: "We played three games together, one was drawn and the other two I lost." He little thought then that he had played with the future chess champion and phenomenon of the world.

INTRODUCTION.

Having taken part in three International Chess Tournaments, viz.: in London, in 1851; at Vienna, in 1873; and at Philadelphia, in 1876, I may reasonably assume that I am sufficiently well-known as a Chess player to render it unnecessary if not altogether superfluous for me to offer any apology for venturing my opinions upon the subject of Chess Openings, especially as such opinions are based upon observations deduced from actual practice up to the present time.

Notwithstanding however my experience in the Chess arena, and the desire I have sometimes felt to ventilate my views as to some new lines of play in some of the principal debuts, it was not until the occasion of my visit to Montreal during the past winter, that I ever seriously entertained the idea of presenting to my friends and the Chess community generally, a short treatise upon the subject.

The kind permission of dedication accorded to me by the Montreal Chess Club, and the encouragement of many of its members, with whom I had the good fortune to interchange Chess amenities, coupled with the support of many Chess admirers in New York and Brooklyn, have in reality been my incentives for undertaking the compilation of this little work.

I may add, moreover, that upon directing attention to the many elaborate and comprehensive works extant upon Chess Openings, and notably Mr. Wormald's work, published in 1875, and that of Messrs. Staunton & Wormald, in 1876, I have fortunately found it practicable to submit to the Chess student in a much condensed form, the most ap-

proved methods of Attack and Defence in the principal Openings, without traversing the whole of the wide field of analysis explored by my more distinguished predecessors.

The exhaustive and comprehensive work of Messrs. Staunton and Wormald includes within it the essence of the opinions of the great Chess writers and analysts of the past ages. It contains the fruits of the researches of Petroff and Jaenisch, of Russia; Max Lange, Der Lasa, Bilguer, Schultz and Dufresne, of Germany; and the more recent labors of the eminent players and analysts, Steinitz and Zukertort.

It will readily be conceded that little novelty has been introduced into the Chess Openings during the past few years. Certainly I make small claim to originality, being little more than a humble compiler, following carefully what I have gathered from the works of the great analysts above mentioned.

I have however consistently adopted moves in some of the Openings which have been more or less condemned by the authorities. I may instance my defence of Kt. to Q. 5 in the Ruy Lopez attack. With regard to the question as to the best Defence to that Opening, the Evans Gambit, the Bishop's Gambit, and a few others, I do not entirely concur in the opinions laid down by the authorities, and in such cases I have not hesitated to express my views, and to adduce variations in support thereof.

In addition to the above-mentioned great masters, my grateful acknowledgements are due, and are most cordially rendered, to the other members of the Chess circle with whom I have had the pleasure to reciprocate ideas.

To my highly esteemed Chess opponent, Mr. Boden, I have laid myself under great obligations by the free use of variations with which his name must be always identified. Scarcely less are my thanks due to the Rev. G. A. Macdonnell for the many valuable wrinkles I have gathered in my friendly contests with him.

Among the distinguished American amateurs to whom I am indebted for valuable suggestions, aid and support, I

may specially mention Mr. A. P. Barnes, of New York, and Mr. F. Perrin, of Brooklyn.

For material aid and assistance, next to the Montreal Chess Club, the kind encouragement and support of Herr Paul Von Frankenburg, President of the New York Chess Club; Mr. Charles W. Logeling and Mr. Edwin Werner, of New York; Dr. Wilde, Mr. T. F. Field and Dr. E. W. Owen, President of the Philidor Chess Club, of Brooklyn; and last, though by no means least, that of my agreeable companion, (I may almost say coadjutor), Mr. J. W. Shaw, of Montreal, must ever be remembered.

KING'S KNIGHTS OPENING.

THE RUY LOPEZ ATTACK,

OR,

KNIGHTS GAME OF RUY LOPEZ.

We give this attack first in order, not as the finest or most interesting of the various debuts arising out of the King's Knights game, but because it has for the past quarter of a century been more resorted to in important Chess contests than any other form of opening. Mr. Wormald in his observations happily refers to the following quaint remarks of Mr. G. Walker: "The Ruy Lopez attack opens a chapter of chances in general, but as a rule the chances are on the side of the first player, hence doubtless the frequent adoption of the debut in important match games." Mr. Staunton says: "The attack obtainable by this ancient mode of opening the game was thought very highly of a few years ago. Recent analysis and practice have, however, shown that it is not so formidable as it appeared to be, and at the present moment there is a disposition to treat it, perhaps, too lightly." Mr. Wormald adds: "Notwithstanding the antiquity of the debut, it seems to have been rarely adopted until within a comparatively recent period. In the large collection of games contested between Mr. Staunton and all the leading players of the time contained in the *Chess Players' Companion*, there is only a single example of the opening.

I believe that Mr. Bird, when a young player, was one of the first to call attention to its true merits."

KNIGHTS GAME OF RUY LOPEZ.

The opening moves of the Ruy Lopez are:

	WHITE.	BLACK.
1	P. to K. 4.	1 P. to K. 4.
2	Kt. to K. B. 3.	2 Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	

Six lines of defence are submitted by the authorities, which we present in the following order:

FIRSTLY. 3 P. to Q. R. 3.

This move is favored by Mr. Steinitz and Mr. Boden, and may be taken as the one most approved by the authorities.

SECONDLY. 3 Kt. to K. B. 3.

Considered rightly, we think, slightly inferior to P. to Q. R. 3.

THIRDLY. 3 B. to Q. B. 4.

Affords White the opportunity of strongly centralizing his Pawns, and gaining important time by compelling the Black Bishop to retreat when P. to Q. 4 is played by White.

FOURTHLY. 3 P. to K. B. 4.

Results in the loss of a Pawn for Black, therefore unsafe.

FIFTHLY. 3 K. Kt. to K. 2.

Leads to a defensive and unsatisfactory game for Black.

SIXTHLY. 3 Kt. to Q. 5.

One very weak variation only of this move is given by the authorities, which results very unfavorably for the defence.

The first and second of the foregoing defences are those recommended and most commonly adopted, they lead however to a somewhat constrained line of play for the second player, leaving him little scope for counter attack, and the utmost care is necessary on his part to secure a drawn game even.

The third defence has been regarded as unsatisfactory, Mr. Boden has however occasionally tried it, and in his hands it has proved tenable; no other eminent player has cared to venture it, and it may be doubted whether any could be found to conduct it with the same patience and skill. Besides being an amateur player certainly second to none, Mr. Boden possesses a style peculiar to himself, and will occasionally exult in an exceedingly close and defensive game, such as might dishearten many of the finest and most courageous players. The memorable game contested by him at this opening with Mr. Morphy, is given in full under form 3. It will repay all who will take the trouble to examine its remarkable variations, and will be found specially instructive to the most youthful Chess aspirant.

The fourth defence, although leading to a most interesting game in many of its variations, is unsound, like Messrs. Staunton and Wormald I cannot see any way for Black to avoid the loss of a Pawn, for which he does not appear to obtain any compensation in position.

The fifth defence is not satisfactory, Steinitz adopted it against Blackburne in the 1873 Vienna Tournament, but had a bad game throughout, and lost in 27 moves.

The sixth defence, which hinges on Kt. to Q. 5 at Black's third move, is little known, and it appears to us that the authorities have assumed it to be bad without sufficient evidence, Mr. Bird is the only leading player who has persisently favored it, and it certainly must be admitted that he has adopted it with marked consistency and success. The authorities however continue to condemn it. Any success that has attended its champion has been attributed rather to his ingenuity in conducting the particular form of

defence than to its intrinsic merits. No satisfactory analysis of it has however appeared, and as it leads to a complicated game of a very interesting character, we adduce variations in support of our contention that the defence based on Kt. to Q. 5, even in the first form here presented, can be adopted with perfect safety. In its second form, where Kt. to Q. 5 is played for Black's third move, and P. to K. R. 4 for his fifth, he secures at least an even game, and unless White plays soundly and well Black will speedily gain some advantages.

The following is the variation submitted by Mr. Wormald, and also by Messrs. Staunton and Wormald. It is not however of a practical or useful kind, and Black's 7th move would not be likely from a fine player in practice.

DEFENCE FORM 6—Arising from Kt. to Q. 5 at Black's 3d move.

VARIATION BY AUTHORITIES.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	3	Kt. to Q. 5.
4	Kt. takes Kt.	4	P. takes Kt.
5	P. to Q. 3.	5	B. to B. 4.
6	Q. to K. R. 5.	6	Q. to K. 2.
7	B. to K. Kt. 5.	7	B. to Kt. 5 (ch.)*
8	P. to Q. B. 3.	8	P. takes P.
9	P. takes P.	9	Q. to Q. B. 4.
10	B. to Q. B. 4.	10	P. to K. Kt. 3.
11	Q. to K. B. 3.	11	Q. takes Q. B.
12	Q. takes B. P. (ch.)	12	K. to Q. sq.
12	P. takes B.		

White should win.

*The weakness of this move detracts from the value of this variation. In amendment or substitution thereof we submit the following:

COMPILER'S VARIATION.

FIRST FORM.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.

WHITE.	BLACK.
3 B. to Q. Kt. 5.	3 Kt. to Q. 5.
4 Kt. takes Kt.	4 P. takes Kt.
5 P. to Q. 3.	5 B. to Q. B. 4.
6 Q. to K. R. 5.	6 Q. to K. 2.
7 B. to K. Kt. 5.	7 Kt. to K. B. 3.*

In a match game between Messrs. Wisker and Bird the latter played Q. to K. B. sq. without sustaining any permanent disadvantage in po-iton. *The above and the following moves occurred in a contest between Messrs. Mason and Bird.

8 Q. to K. R. 4.	8 P. to Q. B. 3.

If B. takes Kt., P. retakes with a secure position and ready for attack, no matter which side White Castles.

9 B. to Q. R. 4.	9 P. to Q. 3.

And the game soon assumed an interesting aspect, without any perceptible advantage on either side.

Black ultimately won the game, which was of long duration.

DEFENCE FORM 6—Arising from Kt. to Q. 5 at Black's 3d move, and P. to K. R. 4 at his 5th move.

Compiler's Variations.

SECOND FORM.—Var. I.

WHITE.	BLACK.
1 P. to K. 4.	1 P. to K. 4.
2 Kt. to K. B. 3.	2 Kt. to Q. B. 3.
3 B. to Q. Kt. 5.	3 Kt. to Q. 5.
4 Kt. takes Kt.	4 P. takes Kt.
5 B. to Q. B. 4.*	5 P. to K. R. 4.†

*This move which was usually adopted by the late Mr. De Vere we think is the best, it prevents Black playing B. to B. 4 on account of White's reply of B. takes P. (ch.) and Q. to R. 5 (ch.)

†This move was first introduced by Mr. Bird in a sitting with Mr. Boden about 3 years since, it was considered at the time an instance of eccentricity intensified, practical experience however, has we submit, proved it to be sound and good.

6 Castles.	6 B. to B. 4.
7 P. to Q. 3.	7 P. to Q. B. 3.
8 P. to K. B. 4.	

Kt. to Q. 2 is perhaps sounder.

	WHITE.	BLACK.
		8 P. to Q. 4.
9	P. takes P.	9 P. takes P.
10	B. to Kt. 5. (ch.)	10 K. to B. sq.
11	R. to K. sq.	11 Kt. to K. 2.

White's B. is comparatively out of play, and Black can develope his game freely.

12	Kt. to Q. 2.	12 B. to Kt. 5.
13	Kt. to K. B. 3.	13 R. to R. 3.

Black's game appears equal, if not rather preferable to White's.

DEFENCE FORM 6—Arising from Kt. to Q. 5 at Black's 3d move, and P. to K. R. 4 at his 5th move.

Compiler's Variations.

SECOND FORM.—Var. 2.

	WHITE.	BLACK.
1	P. to K. 4.	1 P. to K. 4.
2	Kt. to K. B. 3.	2 Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	3 Kt. to Q. 5.
4	Kt. takes Kt.	4 P. takes Kt.
5	Castles.*	

* This is considered by Dr. Zukertort and other authorities to be White's best move.

		5 P. to K. R. 4.
6	P. to Q. 3.	6 B. to B. 4.
7	Kt. to Q. 2.	7 P. to Q. B. 3.
8	B. to B. 4.	8 P. to Q. 4.
9	P. takes P.	9 P. takes P.
10	R. to K. sq. (ch.)	10 K. to B. sq.
11	B. to Kt. 3.	11 B. to K. Kt. 5.
12	Kt. to K. B. 3.	12 P. to K. R. 5.
13	P. to K. R. 3.	13 B. to K. R. 4.

And Black's defence appears quite satisfactory.

Illustrative Games of 6th Form of Defence, arising from Kt. to Q. 5th at Black's 3d move.

No. 40 CHESS MASTERPIECES.*

	Boden. WHITE.	Bird. BLACK.
1	P. to K. 4.	P. to K. 4.
2	K. Kt to B. 3.	Q. Kt. to B. 3.
3	B. to Kt. 5.	Kt to Q. 5.
4	Kt. takes Kt.	P. takes Kt.
5	Castles.	K. B. to B. 4.
6	P. to Q. B. 3.	Kt. to K. 2.
7	P. to Q. 3.	P. to Q. B. 3.
8	K. B. to B. 4.	Castles.
9	B. to K. Kt. 5.	K. to R. sq.
10	Q. to K. R. 5.	P. to K. B. 3.
11	Q. B. takes K. B. P.	P. to Q. 4.
12	B. takes Kt.	Q. takes B.
13	P. takes Q. P. at Q. 5.	R. takes K. B. P.
14	Resigns.	

* Chess Masterpieces, compiled by H. E. B. 1875.

No. 2 CHESS MASTERPIECES.

	Anderssen. WHITE.	Bird. BLACK.
1	P. to K. 4.	P. to K. 4.
2	K. Kt. to B. 3.	Q. Kt. to B. 3.
3	B. to Kt. 5.	Kt. to Q. 5.
4	Kt. takes Kt.	P. takes Kt.
5	P. to Q. 3.	P. to Q. B. 3.
6	B. to R. 4.	Kt. to B. 3.
7	Castles.	P. to Q 4.
8	P. takes P.	Kt. takes P.
9	P. to Q. B. 3.	B. to Q. 3.
10	P. takes P,	Q. to R. 5.
11	P. to K. Kt. 3.	Q. to R. 6.

And Black has the better opening.
Mr. Anderssen however won the game.

No. 4 CHESS MASTERPIECES.

	Anderssen. WHITE.	Blackburne. BLACK.
1	P to K. 4.	P. to K. 4.
2	K. Kt. to B. 3.	Q. Kt. to B. 3.
3	B. to Q. Kt. 5.	Kt. to Q. 5.
4	Kt. takes Kt.	P. takes Kt.
5	P. to Q. 3.	P. to Q. B. 3.
6	B. to Q. B. 4.	Kt. to B. 3.
7	Castles.	P. to Q. 4.

	Anderssen. WHITE.	Blackburne. BLACK.
8	P. takes P.	Kt. takes P.
9	Q. Kt. to Q. 2.	Q. B. to K. 3.
10	Kt. to K. 4.	K. B. to Q. 3.

Blackburne won in 31 moves.

DEFENCE FORM 1—Arising from P. to Q. R. 3 at Black's 3d move.

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	P. to Q. R. 3.
4	B. to Q. R. 4.	Kt. to K. B. 3.
5	P. to Q. 4.	P. takes P.
6	P. to K. 5.	Kt. to K. 5.
7	Castles.	Kt. to Q. B. 4.
8	B. takes Kt.	Q. P. takes B.
9	Kt. takes P.	Kt. to K. 3.
10	Kt. takes Kt.	B. takes Kt.
11	Q. to K. 2.	B. to Q. B. 4.
12	Kt. to Q. B. 3.	Q. to K. 2.
13	Kt. to K. 4.	P. to K. R. 3.

And White's game is somewhat more free.

Variation at White's 5th Move.

	WHITE.	BLACK.
5	Castles.	B. to K. 2.
6	P. to Q, 4.	P. takes P.
7	P. to K. 5.	Kt. to K. 5.
8	B. takes Q. Kt.	Q. P. takes B.
9	Q. takes P.	B. to K. B. 4.

The positions are about equal.

Variation at White's 5th Move.

	WHITE.	BLACK.
5	P. to Q. 3.	P. to Q. Kt. 4.
6	B. to Q. Kt. 3.	B. to Q. B. 4.

	WHITE.		BLACK.
7	P. to Q. B. 3.	7	P. to Q. 3.
8	P. to Q. 4.	8	B. to Q. Kt. 3.
9	P. takes P.*	9	P. takes P.
10	Q. takes Q. (ch.)	10	Kt. takes Q.
11	Kt. takes P.	11	Kt. takes P.
12	B. to Q. 5.	12	B. to Q. Kt. 2.

Even game. * Weak play we think, P. to Q. R. 4 would be preferable.

DEFENCE FORM 1—Arising from P. to Q. R. 3 at Black's 3d move.

The following game also affords a good example of this form of the opening.

No. 93 CHESS MASTERPIECES.

	LOWENTHAL. WHITE.		BRIEN and WORMALD. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	3	P. to Q. R. 3.
4	B. to Q. R. 4.	4	Kt. to K. B. 3.
5	Castles.	5	Kt. takes. K. P.
6	R. to K. sq.	6	Kt. to Q. B. 4.
7	B. takes Kt.	7	Q. P. takes B.
8	Kt. takes K. P.	8	B. to K. 3.
9	Q. to K. R. 5.	9	Q. to K. B. 3.*
10	P. to Q. 4.	10	Kt. to Q. 2.
11	B. to K. Kt. 5.	11	Q. to B. 4.
12	P. to K. Kt. 4.	12	Q. takes Q. B. P.
13	Kt. takes K. B. P.	13	P. to K. Kt. 3.
14	Kt. takes R.	14	P. takes Q.
15	R takes B. (ch.)	15	B. to K. 2.
16	R. takes B. (ch.)	16	K. to B. sq.
17	Kt to Q. R. 3.	17	Q. takes Kt. P.
18	Q. R. to K. sq.	18	Q. takes Kt.
19	R. takes Kt.	19	Q. to K. R. 6.
20	R. to B. 7. (ch.)	20	K. to Kt. sq.
21	R. to K. 3. And wins.		

* Not good, P. to K. Kt. 3 was necessary.

DEFENCE FORM 2—Arising from Kt. to K. B. 3. at Black's 3d move.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.

	WHITE.		BLACK.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	3	Kt. to K. B. 3.
4	P. to Q. 3.	4	B. to Q. B. 4.
5	P. to Q. B. 3.	5	Q. to K. 2.
6	Castles.	6	P. to Q. R. 3.
7	B. takes Kt.	7	Q. P. takes B.
8	P. to Q. 4.	8	B. to Q. Kt. 3.
9	Kt. takes K. P.		

Position considered to be somewhat in White's favor.

Variation at White's 4th Move.

	WHITE.		BLACK.
4	Castles.	4	Kt. takes P.
5	R. to K. sq.	5	Kt. to Q. 3.
6	Kt. takes K. P.	6	Kt. takes Kt.
7	R. takes Kt. (ch.)	7	B. to K. 2.
8	B. to Q. R. 4.	8	Castles.
9	B. to Q. Kt. 3.	9	B. to K. B. 3.
10	R. to K. sq.	10	Kt. to K. B. 4.

And there is very little, if any, difference.

The first 7 moves of this Variation are identical with a game won by Mr. De Vere of Mr. Steinitz, at the Dundee meeting, 1866. The game is short, pretty, and instructive, we therefore give it.

No. 138 CHESS MASTERPIECES.

	De Vere. WHITE.		Steinitz. BLACK.
7	R. takes Kt. (ch.)	7	B. to K. 2.
8	P. to Q. 4.	8	P. to K. B. 3.
9	R. to K. sq.	9	Kt. takes B.
10	Q. to K. R. 5. (ch.)	10	P. to K. Kt. 3.
11	Q. takes Kt.	11	P. to Q. B. 3.
12	Q. to Q. Kt. 3.	12	P. to Q. 4.
13	P. to Q. B. 4.	13	K. to B. 2.
14	Kt. to Q. B. 3.	14	P. takes Q. B. P.
15	Q. takes Q. B. P. (ch.)	15	K. to Kt. 2.
16	P. to Q. 5.	16	P. takes Q. P.
17	Kt. takes P.	17	B. to K. B.
18	Kt. takes B. P	18	Q. takes Kt.
19	B. to Q. 2.	19	P. to Q. Kt. 4.

	De Vere. WHITE.	Steinitz. BLACK.
20	Q. to Q. 5.	P. to Q. Kt. 5.
21	Q. R. to Q. B. sq.	Q. to K. B. 2.
22	Q. takes R.	B. to K. 3.
23	Q. to K. 4.	B. takes Q. R. P.
24	Q. to K. 5. (ch.)	K. to Kt. sq.
25	Q. R. to Q. B. 7.	Q. to Q. 4.
26	Q. takes Q. (ch.)	B. takes Q.
27	R. to K. 8.	Resigns.

DEFENCE FORM 3—Arising from B. to B. 4 at Black's 3d move.

GAME 3.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	B. to Q. B. 4.
4	P. to Q. B. 3.	K. Kt. to K. 2.
5	Castles.	Castles.
6	P. to Q. 4.	P. takes P.
7	P. takes P.	B. to Q. Kt. 3.
8	P. to Q. 5.	Kt. to Q. Kt. sq.
9	P. to Q. 6.	P. takes P.
10	B. to K. B. 4.	B. to Q. B. 2.
11	Kt. to Q. B. 3.	P. to Q. R. 3.
12	B. to Q. B. 4.	P. to Q. Kt. 4.
13	B. to Q. Kt. 3.	

And White has the preferable position.

Variation at Black's 4th Move.

	WHITE.	BLACK.
	–	Q. to K. 2.
5	Castles.	P. to K. B. 3.
6	P. to Q. 4.	B. to Q. Kt. 3.
7	Kt. to Q. R. 3.	Kt. to Q. sq.
8	Kt. to Q. B. 4.	Kt. to K. B. 2.
9	Kt. to K. 3.	P. to Q. B. 3.
10	Kt. to K. B. 5.	Q. to K. B. sq.

And White has far more freedom than Black.

The following is the memorable game referred to between Morphy and Boden.

No. 107 CHESS MASTERPIECES.

	Morphy. WHITE.		Boden. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	3	B. to Q. B. 4.
4	P. to Q. B. 3.	4	Q. to K. 2.
5	Castles.	5	P. to K. B. 3.
6	P. to Q. 4.	6	B. to Q. Kt. 3.
7	Kt. to Q. R. 3.	7	Q. Kt. to Q. sq.
8	Kt. to Q. B. 4.	8	Q. Kt. to K B. 2.
9	Q. Kt. to K. 3.	9	P. to Q. B. 3.
10	Kt. to K. B. 5.	10	Q. to K. B. sq.
11	B. to Q. R. 4.	11	P. to K. Kt. 3
12	Kt. to K. 3.	12	P. to Q. 3.
13	P. to Q. 5.	13	B. to Q. 2.
14	Q. P. takes P.	14	P. takes P.
15	Kt. to Q. B. 4.	15	Q. R. to Q. B. sq.
16	P. to Q. Kt. 3.	16	B. to K. 3.
17	Q. to Q. 3.	17	Q. to K. 2.
18	B. to Q. R. 3.	18	Q. B. takes Kt.
19	Q. takes B.	19	K. to K. B sq.
20	Q. R. to Q. sq.	20	P. to Q. B. 4.
21	Q. R. to Q. 3.	21	K. Kt. to K. R. 3.
22	K. to R. sq.	22	K. to Kt. 2.
23	B. to Q. B. sq.	23	K. R. to K. B. sq.
24	P. to K. Kt. 4.	24	K. Kt. takes P.
25	P. to K. R. 3.	25	K. Kt. to K. R. 3.
26	K. R. to K. Kt.	26	K. to R. sq.
27	Kt. to K. R. 4.	27	K. R. to K. Kt. sq.
28	Q. R. to K. Kt. 3.	28	P. to K. Kt. 4.
29	Kt. to K. B. 5.	29	K. Kt. takes Kt.
30	K. P. takes Kt.	30	Q. to Q. Kt. 2. (ch.)
31	K. R. to Kt. 2.	31	P. to Q. 4.
32	Q. to K. Kt 4.	32	Kt. to K. R. 3.*
33	Q. to K. R 5.	33	Kt. takes K. B. P.
34	Q. R. to K. B. 3.	34	Kt. to K. Kt. 2.
35	Q. to K. R. 6.	35	B. to Q. sq.
36	Q. R. takes K. B. P.	36	B takes R.
37	Q takes B.	37	Q. R. to K. B. sq.
38	Q. takes K. P.	38	Q. R. to K. B. 4.
39	Q. to K. 3.	39	P. to Q. 5.
40	P. takes P.	40	Q. R. to K. B. 6.
41	Q. to K. 2.	41	Q B. P. takes P.
42	B. takes P.	42	P. to Q. 6.
43	Q. to Q. 2.	43	Q to Q. 4.
44	P. to Q. Kt. 4.	44	K. R. to K. B. sq.
45	B. to K. R. 6.	45	Q. R. takes P. (ch.)
46	K. to Kt. sq.	46	K. R. to K. Kt. sq.
47	B to K. Kt. 5.	47	Q. to Q. 5.
48	Q. to K. B 4.	48	Q. to Q. R. 8. (ch.)
49	Q. to Q. B. sq.	49	Q. to K. 4.
50	B. to K. R. 6.	50	Kt. to K. sq.

	Morphy. WHITE.	Boden. BLACK.
51	R. takes R. (ch.)	K. takes R.
52	B to Q. Kt. 3. (ch.)	K. to R. sq.
53	B. to K. B. 4.	Q. to K. Kt. 2. (ch.)
54	B. to K. Kt. 3.	R. to K. R. 4.
55	Q. to Q. sq.	R. to K. 4.
56	Q. takes P.	R. to K. 8. (ch.)
57	K. to Kt. 2.	

*Black should win. It was ultimately drawn.

DEFENCE FORM 4—Arising from P. to K. B. 4, at Black's 3d move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	P. to K. B. 4.
4	Q. to K. 2.	P. takes P.
5	B. takes Kt.	Q. P. takes B.
6	Q. takes P.	B. to Q. 3.
7	Kt. takes P.	Q. to K. 2.
8	P. to Q. 4.	

And White has won a Pawn with no sacrifice of situation.

DEFENCE FORM 5—Arising from K. Kt. to K. 2 at Black's 3d move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	K. Kt. to K. 2.
4	Castles.	P. to Q. 3.
5	P. to Q. 4.	P. takes P.
6	Kt. takes P.	B. to Q. 2.
7	Kt. to Q. B. 3.	Kt. takes Kt.
8	Q. takes Kt.	B. takes B.
9	Kt. takes B.	Q. to Q. 2.
10	Q. to Q. 3.	Kt. to Q. B. 3.
11	P. to K. B. 4.	B. to K. 2.
12	B. to Q. 2.	

And White's game is preferable.

Illustrative Game of 5th Form of Defence, arising from Kt. to K. 2 at Black's 3d move.

No. 135 CHESS MASTERPIECES.

Played at Vienna Chess Tournament, 1873.

	Blackburne WHITE.		Steinitz. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	K. Kt. to B. 3.	2	Q. Kt. to B. 3.
3	B. to Kt. 5.	3	K. Kt. to K. 2.
4	P. to Q. 4.	4	P takes P.
5	Kt. takes P.	5	Kt. takes Kt.
6	Q. takes Kt.	6	Kt. to B. 3.
7	Q. to Q. 5.	7	B. to K. 2.
8	Kt. to B. 3.	8	B. to B. 3.
9	B. to Q. 2.	9	Castles.
10	Castles Q. side.	10	P. to Q. R. 3.
11	B. to K. 2.	11	P. to Q. 3.
12	P. to K. B. 4.	12	P. to K. Kt. 3.
13	Q. to Q. 3.	13	B. to Kt. 2.
14	P. to K. R. 4.	14	P. to K. R. 4.
15	P. to K. Kt. 4.	15	P. takes P.
16	P. to R. 5.	16	B. to K. 3.
17	P. takes P.	17	P. takes P.
18	P to K 5.	18	Q. to K. sq.
19	Kt. to Q. 5.	19	Q. to B. 2.
20	Kt. to B. 6. (ch.)	20	B. takes Kt.
21	P. takes B.	21	B. to B. 4.
22	Q. to K. Kt. 3.	22	Q. takes R. P.
23	B. to B. 3.	23	K. to B. 2.
24	R. to R. 7. (ch.)	24	K. to K. sq.
25	B. takes P.	25	B. to K. 5.
26	Q. to K. 3.	26	P. to Q. 4.
27	Q. to B. 5.		Resigns.

NEW OR REVIVED FORM OF ATTACK—Arising from Q. to K. 2 at White's 5th move.

The above variation in the attack was introduced by Mr. Bird in the first game of his match with Mr. Wisker, in 1873, and frequently played by them both afterwards. It was not regarded as an improvement on the ordinary method of opening the game, being rather looked upon as a whim of Mr. Bird's. The successful adoption of the move by Mr. Steinitz however in the first game of his 1876 match with Mr. Blackburne will probably ensure it a

degree of consideration, and give it an importance it might not otherwise have attained.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	3	P. to Q. R. 3.
4	B. to R. 4.	4	Kt. to K. B. 3.
5	Q. to K. 2.	5	B. to K. 2.*
6	P. to Q. 3.	6	P. to Q. Kt. 4.
7	B. to Kt. 3.	7	P. to Q. 3.
8	P. to Q. R. 4.	8	P. to Q. Kt. 5.

The above are the moves in one of the games between Messrs. Bird and Wisker.—*Chess Masterpieces No.* 146.

* The question whether the B. can be as advantageously played to Q. B. 4 as to K. 2 is a moot point at present.

TWO KNIGHT'S DEFENCE.

In this opening the second player by his third move of Kt. to K. B. 3, although sacrificing a Pawn, obtains a game full of resources, he also avoids the Evans attack, and perhaps of still more importance to him, if he be fond of an open and lively game, he escapes the duller forms of the Giuoco Piano; some of the most brilliant forms of this defence adopted are identified with the name of Mr. Boden, who conducts the same with marvellous skill and consequent success.

GAME 1.

Method Approved by the Authorities.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	Kt. to K. Kt. 5.	4	P. to Q. 4.
5	P. takes P.	5	Kt. to Q. R. 4.
6	B. to Q. Kt. 5. (ch.)	6	P. to Q. B. 3.
7	P. takes P.	7	P. takes P.
8	Q. to K. B. 3.*	8	Q. to Q. Kt. 3.†

	WHITE.		BLACK.
9	B. to Q. R. 4.	9	B. to K. Kt. 5.
10	Q. to K. Kt. 3.	10	P. to K. R. 3.
11	Kt. to K. R. 3.	11	B. to Q. 3.
12	Castles.	12	Castles Q. side.
13	Kt. to Q. B. 3.	13	P. to K. 5.
14	Q. to K. 3.	14	Q. to Q. B. 2.
15	Kt. takes K. P.	15	B. takes P. (ch.)
16	K to R. sq.	16	K. R. to K. sq.
17	P. to Q. 3.		

* Recent experience appears to have proved this move of Q. to K. B. 3 to be unsati-factory, and it is now seldom played.

† Q. to Q. B. 2 followed by B. to Q. 3 could also be played with advantage.

Even game.

Variations at White's 8th Move.

	WHITE.		BLACK.
8	B. to K. 2.	8	P. to K. R. 3.
9	Kt. to K. B. 3.	9	P. to K. 5.
10	Kt. to K. 5.	10	Q. to Q. 5.*
11	Kt. to Kt. 4.	11	B. takes Kt. best.
12	B. takes B.	12	P. to K. 6.
13	B. to K. 2.	13	P. takes P. (ch).
14	K. to B. sq.		

* Q. to Q. B. 2 is better, and leads to a more enduring and sounder attack.

And Black cannot prevent White advancing Q. B. P. 1 and Q. P. 2 and with ease winning the Pawn with a safe game.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	Kt. to K. Kt. 5.	4	P. to Q. 4.
5	P. takes P.	5	Kt. to Q. R. 4.
6	P. to Q. 3.	6	P. to K. R. 3.
7	Kt. to K. B. 3.	7	P. to K. 5.

	WHITE.		BLACK.
8	Q. to K. 2.	8	Kt. takes B.
9	P. takes Kt.	9	B. to Q. B. 4.
10	P. to K. R. 3.	10	Castles.
11	Kt. to K. R. 2.	11	P. to Q. Kt. 4.*
12	P. takes P.	12	Kt. takes Q. P.
13	Castles.	13	Q. to K. 2.

* A move suggested by Dr. Suhle, to which the authorities reply by P. takes P. as above; P. to Q. Kt. 3 appears to us better, and we should prefer White's game. Now we incline to prefer Black's.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	P. to Q. 4.	4	P. takes P.
5	P. to K. 5.	5	P. to Q. 4.
6	B. to Q. Kt. 5.	6	Kt. to K. 5.
7	Kt. takes P.	7	B. to Q. 2.
8	B. takes Kt.	8	P. takes B.
9	Castles.	9	B. to K. 2.
10	P. to Q. B. 4.	10	Castles.

Dismissed as an even game.
If Kt. takes Kt., then P. to Q. 4 gives Black an advantage.

GAME 4.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	Kt. to K. Kt. 5.	4	Kt. takes P.
5	B. takes P. (ch.)	5	K. to K. 2.
6	P. to Q. 3.	6	Kt. to K. B. 3.
7	B. to Kt. 3.	7	P. to Q. 4.
8	P. to K. B. 4.	8	B. to K. Kt. 5.
9	Q. to Q. 2.	9	P. to K. R. 3.
10	P. takes K. P.	10	Kt. takes P.
11	Q. to K. 3.	11	P. takes Kt.
12	Q. takes Kt. (ch.)	12	K. to B. 2.
13	Castles.	13	P. to Q. B. 3.
14	Q. takes Kt. P.	14	B. to Q. 3.

White has a Pawn more, but an inferior position.

Variation at White's 5th Move.

	WHITE.		BLACK.
5	Kt. takes K. B. P.	5	Q. to K. R. 5.
6	Q. to K. 2.	6	Kt. to Q. 5.
7	P. to K. Kt. 3.	7	Kt. takes Q.
8	P. takes Q.	8	Kt. to Q. 5.
9	Kt. takes R.	9	Kt. takes Q. B. P. (ch.)
10	K. to K. 2.	10	Kt. takes R.
11	Kt. to K. B. 7.	11	Kt. to Q. B. 7.
12	P. to K. B. 3.	12	Kt. to Q. 3.
13	Kt. takes K. P.	13	Kt. takes B.
14	Kt. takes Kt.	14	P. to Q. 4.

And Black has the advantage.

GAME 5.

Compiler's Variation.

Deduced from actual practice.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	Kt. to Kt. 5.	4	P. to Q. 4.
5	P. takes P.	5	Kt. to Q. R. 4.
6	P. to Q. 3.	6	P. to K. R. 3.*
7	Kt. to K. B. 3.	7	P. to K. 5
8	Q. to K. 2.	8	Kt. takes B.
9	P. takes Kt.	9	B. to Q. B. 4.
10	P. to K. R. 3.	10	Castles.
11	Kt. to K. R. 2.†	11	P. to K. 6.
12	B. takes P.	12	B. takes B.
13	P. takes B.	13	Kt. to K. 5.
14	Kt. to K. B.	14	Q. to K. R. 5. (ch.)
15	P. to K. Kt. 3.	15	Kt. takes P.
16	Q. to K. B. 2.	16	Kt to K. B. 4.
17	Q. takes Q.	17	Kt. takes Q.

These moves occured betwenn Messrs. Bird and Boden, Black has a slightly better position, but not enough to compensate for White's extra Pawn.

*In an interesting game, No. 38 Chess Masterpieces, Mr. Boden here played K. B. to Q. 3, but ultimately lost in 58 moves.

† At this point, in game No. 50 Chess Masterpieces, Mr. Bird here played K. Kt. to Q. 2, and Mr. Boden speedily won the game, which proceeded thus:

	Bird. WHITE.	Boden. BLACK.
11	K. Kt. to Q. 2.	K. R. to K.
12	K. Kt. to Q. Kt. 3.	P. to K. 6.
13	B. takes P.	B. takes B.
14	P. takes B.	Kt. to K. 5.
15	Castles.	Kt. to K. Kt. 6.
16	Q. to K. B. 3.	Kt. takes R.
17	P. to K. 4.	Q. to K. Kt. 4.
18	K. takes Kt.	P. to K. B. 4.
19	Q. Kt. to B. 3.	P. takes P.
20	Q. Kt takes P.	Q. to K. 4.
21	Q. Kt. to K. B. 2.	R. to K. B.
22	Q. to K. 2.	Q. to K. R. 7.
23	Q. to K. 4	B. takes R. P. Wins.

GAME 6.

Compiler's Variation.

Deduced from actual practice.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. B. 4.	Kt. to K. B. 3.
4	Kt. to K. Kt. 5.	P. to Q. 4.
5	P. takes P.	Kt. to Q. R. 4.
6	B. to Kt. 5. (ch.)	P. to Q. B. 3.
7	P. takes P.	P. takes P.
8	B. to K. 2.	P. to K. R. 3.
9	Kt. to K. B. 3.	P. to K. 5.
10	Kt. to K. 5.	Q. to B. 2.

Black's 10th move suggested and adopted by Mr. Boden is very forcible, if White defends the Kt. by either P. to Q. 4 or P. to K. B. 4, Black takes P. *en passant*, then places B. at Q. 3, and gets his Q. B. and Rooks rapidly in play with a position quite worth the Pawn sacrificed.

	WHITE.	BLACK.
11	Kt. to K. Kt. 4.	B. takes Kt.
12	B. takes B.	B. to Q. 3.
13	P. to K. R. 3.	Castles K. R.
14	P. to Q. Kt. 3.*	Q. R. to Q. sq.
15	Q. to K. 2.	Kt. to Q. 4.
16	B. to Kt. 2.	Kt. to K. B. 5.
17	Q. to K. B.	P. to K. B. 4.
18	B. to K. 2.	K. R. to K.
19	Kt. to Q. B. 3.	Kt. to Q. 6. (ch.)
20	P. takes Kt.	P. takes P.

	WHITE.		BLACK.
21	Castles Q. R.	21	P. takes B.
22	Kt. takes P.		

Many good players would still like Black's game. We however rather prefer White's with his extra Pawn.

* In his notes to a game between Messrs. Bird and Boden, Dr. Zukertort considered this a very tardy mode of developement on the part of the former. Many excellent games however resulted from this line of play, which although apparently tame is we believe sound and satisfactory.

In New York, an eminent player at this juncture moved B. to Q. R. 4, and the following play resulted:

Variation at White's 8th Move.

	WHITE.		BLACK.
8	B. to Q. R. 4.	8	P. to K. R. 3.
9	Kt. to K. B. 3.	9	P. to K. 5.
10	Kt. to Q. 5.	10	Q. to Q. 5.
11	B. takes B. P. (ch.)	11	Kt. takes B.
12	Kt. takes Kt.	12	Q. to Q. B. 4.
13	Kt. takes Q. R. P.	13	R. takes Kt.

Winning in a few moves.

GIUOCO PIANO.

This opening is not quite so much in favor with the leading players as it formerly was. It is considered to lead to a somewhat dull form of game, and a few years since quite a prejudice arose in certain Chess circles against it. On the other hand, Mr. Buckle, the distinguished author of the History of Civilization, undoubtedly one of the very finest Chess players who ever lived, with first move generally adopted it. The match between Messrs. Stanley and Rousseau, played in America, during the year 1845, produced highly interesting examples of it.

GAME 1.

Method Still Approved in Practice.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.

	WHITE.		BLACK.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. B. 3.	4	Kt. to K. B. 3.
5	P. to Q. 4.	5	P. takes P.
6	P. to K. 5.	6	P. to Q. 4.
7	B. to Q. Kt. 5.	7	Kt. to K. 5.
8	P. takes P.	8	B. to Q. Kt. 3.
9	B. takes Kt. (ch.)	9	P. takes B.
10	Kt. to Q. B. 3.	10	P. to K. B. 4.*
11	P. takes P. *en passant.*†	11	Q. takes P.
12	Kt. takes Kt.	12	P. takes Kt.
13	Kt. to K. 5.	13	Castles.
14	B. to K. 3.		

Mr. Wormald considers the game somewhat in Black's favor.

Staunton's Continuation.

	WHITE.		BLACK.
14	Castles.	14	B. to Q. R. 3.
15	Kt. to Q. 7.	15	Q. to Q. 3.
16	Kt. takes B.	16	B. P. takes Kt.
17	R. to K. sq.		

Mr. Staunton thinks the game about equal.

It appears to us that Black's 10th move of P. to K. B. 4 is injudicious, and we think that White acts unwisely in taking the P. *en passant* at his 11th move, if instead he Castles, his game seems certainly equal if not rather superior to Black's, for the Black Knight although appearing formidable where he stands, has no convenient retiring square, and White can change it off when his game is further developed. If however Black at move 10 Castles, he threatens P. to K. B. 3 and B. to K. Kt. 5, and he appears to have a slightly better position play as White may. On the other hand we concur in the opinion of an able player as quoted by Mr. Staunton, that White's 9th move of B. takes Kt. is not to be commended. We should play P. to K. R. 3, followed by Castling and Kt. to Q. B. 3, even then we slightly prefer Black's game, and are inclined to think that the prudence of White's 6th move of P. to K. 5 is questionable. P. to Q. 3 as 5th move for White, although apparently tame, is free from objection, and possibly on the whole better than P. to Q. 4.

First Variation at White's 4th Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. 3.	4	P. to Q. 3.
5	P. to Q. B. 3.	5	Kt. to K. B. 3.
6	P. to K. R. 3.	6	Castles.

	WHITE.		BLACK.
7	Castles.	7	B. to K. 3.
8	B. to Q. Kt. 3.		

The game appears quite even.

Second Variation at White's 4th Move.

	WHITE.		BLACK.
4	Kt. to Q. B. 3.	4	Kt. to K. B. 3.
5	P. to Q. 3.	5	P. to Q. 3.
6	Kt. to K. 2. &c.		

And there is still no advantage on either side.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to B. 4.	3	B. to B. 4.
4	P. to Q. B. 3.	4	Kt. to K. B. 3.
5	P. to Q. 4.	5	P. takes P.
6	P. takes P.	6	B. to Q. Kt. 5. (ch.)
7	B. to Q. 2.	7	B. takes B. (ch.)
8	Q. Kt. takes B.	8	P. to Q. 4.
9	P. takes P.	9	K. Kt. takes P.
10	Q. to Q. Kt. 3.	10	Q. Kt. to K. 2.
11	Castles K. R.	11	Castles.
12	K. R. to K. sq.	12	P. to Q. B. 3.

The game is equal.

Variation at Black's 7th Move.

	WHITE.		BLACK.
		7	Kt. takes K. P.
8	B. takes B.	8	Kt. takes B.
9	B. takes K. B. P.(ch.)	9	K. takes B.
10	Q. to Kt. 3. (ch.)	10	P. to Q. 4.
11	Q. takes Kt.	11	R. to K. sq.
12	Castles.	12	P. to Q. B. 3.
13	Kt. to Q. B. 3.	13	Kt. to K. B. 3.
14	Q. R. to K. sq.	14	Q. to Q. Kt. 3.

Even game.

A game between Morphy and St. Amant proceeded as follows:

	St. Amant. WHITE.		Morphy. BLACK.
10	Castles.	10	Castles.
11	P. to K. R. 3.	11	Kt. to K. B. 5.

Morphy won

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	Castles.	4	Kt. to K. B. 3.
5	P. to Q. 4.	5	P. takes P.
6	P. to K. 5.	6	P. to Q. 4.
7	P. takes Kt.	7	P. takes B.
8	R. to K. sq. (ch.)	8	K. to B. sq. best.
9	P. takes P. (ch.)	9	K. takes P.
10	Kt. to K. 5.	10	R. to K. sq.
11	B. to K. R. 6. (ch.	11	K. to Kt. sq.
12	Kt. takes Kt.	12	P. takes Kt.
13	R. takes R. (ch.)	13	Q. takes R.
14	Kt. to Q. 2.	14	Q. to K. 3.
15	Q. to R. 5.	15	Q. to K. B. 4.
16	Q. to R. 4. best	16	B. to K. 3.
17	Kt. to K. 4.	17	B. to Q. Kt. 3.

VARIATION AT BLACK'S 10TH MOVE.

	WHITE.		BLACK.
		10	Kt. takes Kt.
11	R. takes Kt.	11	B. to Q. 3.
12	R. to K. Kt. 5. (ch.)	12	K. to B. sq.
13	Q. to K. R. 5.	13	Q. to K. 2.
14	K. to B. sq.	14	P. to Q. 6.

Black should win in each case.

VARIATION COMMENCING AT BLACK'S 8TH MOVE.

	WHITE.		BLACK.
		8	B. to K. 3.
9	Kt. to K. Kt. 5.	9	Q. to Q. 4.

	WHITE.		BLACK.
10	Kt. to Q. B. 3.	10	Q. to K. B. 4.
11	P. to K. Kt. 4.	11	Q. to K. Kt. 3. best.
12	Q. Kt. to K. 4.	12	B. to Q. Kt. 3.
13	P. to K. B. 4.	13	Castles Q. R.
14	P. to K. B. 5.	14	B. takes P.
15	P. takes B.	15	Q. takes P.

Black should win.

Compiler's Variation.

The following Variation frequently adopted by Mr. Bird in the years 1873 and 1874 against Mr. Boden and Mr. Macdonnell leads to a very interesting form of game. As to its merits, opinions differ, Mr. Boden, Mr. Macdonnell, and other fine players rather consider second players position preferable. Mr. Bird however often adopts the Variation, believing it to afford a good game, and an enduring, though not very powerful attack for the first player.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. B. 3.	4	Kt. to K. B. 3.
5	P. to Q. Kt. 4.	5	B. to Q. Kt. 3.
6	Q. to Q. Kt. 3.	6	Castles.
7	P. to Q. 3.	7	P. to Q. 3.
8	P. to Q. R. 4.	8	P. to Q. R. 4.
9	P. to Q. Kt. 5.	9	Kt. to K. 2.

The lines of play which can now be pursued are very numerous, and the game can scarcely fail to become both difficult and interesting, affording full scope for invention and nicety of calculation. White can move B. to K. 3 and Kt. to Q. 2, guarding B. 4th square in case of Black offering the exchange of Bishops by placing B. at K. 3. Black on the other hand may play P. to Q. B. 3, threatening P. to Q. 4, and plan an attack on the Kings side, compelling White to play P. to K. Kt. 3 to keep his adversaries Kt, from K. B. 5.

GAME 4.

The following is also a plain and common form of the opening, resulting in no apparent advantage for either side:

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. B. 4.	B. to Q. B. 4.
4	Castles.	Kt. to K. B. 3.
5	P. to Q. 3.	Castles.
6	Kt. to Q. B. 3.	P. to K. R. 3.
7	Kt. to K. 2.	P. to Q. 3.
8	P. to Q. B. 3.	B. to Q. Kt. 3.
9	Kt. to K. Kt. 3.	

PHILIDOR'S DEFENCE

The opinions of the leading authorities differ in regard to the merits of this defence, some regarding it as perfectly sound, merely involving a somewhat defensive game in the opening; whilst others doubt whether with the most judicious and careful play Black can secure as free and as good a position as White. We incline to agree with the latter view.

The Philidor defence is not much in vogue with the leading players of the present day, Mr. Boden occasionally adopts it, but Mr. Blackburne, Mr. Macdonnell, Mr. Steinitz and Mr. Zukertort seldom if ever do. Eight games played by Morphy at this opening are recorded in Chess Masterpieces, he won two and lost one in which he had the attack against Harrwitz, and was successful in all the others where he conducted the defence, the principal of the latter are referred to below.

The games with Harrwitz we have always regarded as among the finest examples of Chess strategy extant. We give the first seven moves of each of them. No. 2 in which second player moves Kt. to K. B. 3 for his 7th move ap-

pears to afford the most satisfactory and secure opening for Black.

MATCH 1858.

EXAMPLE 1.

	Morphy. WHITE.	Harrwitz. BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	P. to Q. 3.
3	P. to Q. 4.	P. takes P.
4	Q. takes P.	Kt. to Q. B. 3.
5	B. to Q. Kt. 5.	B. to Q. 2.
6	B. takes Kt.	B. takes B.
7	B. to K. Kt. 5.	P. to K. B. 3.

Won by Morphy in 35 moves.

EXAMPLE 2.

	Morphy. WHITE.	Harrwitz. BLACK.
1 to 7	The Same.	1 to 6 The same.
		7 Kt. to K. B. 3.

Won by Harrwitz in 40 moves.

EXAMPLE 3.

	Morphy. WHITE.	Harrwitz. BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt to K. B. 3.	P. to Q. 3.
3	P. to Q. 4.	P. takes P.
4	Q. takes P.	Kt. to K. B. 3.
5	P. to K. 5.	P. takes P.
6	Q. takes Q. (ch.)	K takes Q.
7	K. Kt. takes P.	Q. B. to K. 3.

Won by Morphy in 48 moves.

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	P. to Q. 3.
3	P. to Q. 4.	P. to K. B. 4.*

*Although P. takes P. as shown in Games Nos. 2 and 3 is undoubtedly the best move at this point, the above in the text was adopted by Morphy on several occasions with marked success. Among notable examples may be mentioned the consultation game played by him with Mr. Barnes against Mr. Staunton and Mr. Owen, No. 132 in Chess Masterpieces; another contested by him against Mr. Barnes, No. 102 Chess Masterpieces; and thirdly the much admired game with Mr. Bird, No. 104 Chess Masterpieces. Mr. Morphy won all these games, but an examination of them will show that it was rather from su-

perior play in the latter stages, the openings in each case having been in favor of his adversaries. The analysis of this opening is both interesting and instructive, it continues thus:

	WHITE.		BLACK.
4	P. takes K. P.	4	P. takes K. P.
5	Kt. to K. Kt. 5.	5	P. to Q. 4.
6	P. to K. 6.	6	Kt. to K. R. 3. best.
7	Kt. to Q. B. 3.	7	P. to Q. B. 3.
8	K. Kt. takes K. P.	8	P. takes Kt.
9	Q. to R. 5. (ch.)	9	P. to K. Kt. 3.
10	Q. to K. 5.	10	R. to K. Kt.
11	B. to K. Kt. 5.	11	B. to K. Kt. 2.
12	P. to K. 7.	12	Q. to Q. Kt. 3.
13	Castles.	13	B. takes Q.
14	R. to Q. 8. (ch.)	14	K. to B. 2.
15	B. to B. 4. (ch.)	15	B. to K. 3.
16	B. takes B. (ch.)	16	K. takes B.
17	R. takes R. Wins.		

In the game before referred to conducted by Mr. Staunton and Mr. Owen against Mr. Morphy and Mr. Barnes, at move 11 the above variation was departed from, by the White allies playing B. takes Kt., and this move should with proper subsequent play have secured their victory. The game proceeded as follows, and as it is an interesting and memorable game we give it in full, as also those with Mr. Barnes and Mr. Bird.

No. 132 CHESS MASTERPIECES.

	STAUNTON AND OWEN. WHITE.		MORPHY AND BARNES. BLACK.
11	B. takes Kt.	11	B. takes B.
12	R. to Q. sq.	12	Q. to Kt. 4.
13	Q. to Q. B. 7.	13	Q. B. takes P.
14	Q. takes Kt. P.	14	P. to K. 6.
15	P. to K. B. 3.	15	Q. to K. 2.
16	Q. takes R.	16	K. to B. 2.
17	Kt. to K. 4.*	17	K. B. to B. 5.
18	B. to K. 2.†	18	K. to Kt. 2.
19	Castles.	19	Q. to Q. B. 2.
20	Kt. to Q. B. 5.	20	B. takes R. P. (ch.)
21	K. to R. sq.	21	B. to B.
22	R. to Q. 4.	22	B. to Kt. 6.
23	R. to K. 4.	23	K. to R. sq.
24	K. R. to Q. sq	24	Q. to K. Kt. 2.
25	R. to K. R. 4.	25	B. takes Q. R.
26	Q. takes Q. Kt.	26	B. to Q. R. 3.
27	Q. to R. 2.	27	B. takes B.
28	R. to Q. 7.	28	Q. to K. R. 3.
29	Kt. to K. 4.	29	B. to Q. B. 5.

	Staunton and Owen. WHITE.		Morphy and Barnes. BLACK.
30	Kt. to B. 6.	30	P. to K. 7.
	Resigns.		

* Messrs. Staunton and Owen have a decided advantage at this point, they should play R. to Q. 4 and B. to B. 4.

† P. to K. Kt. 3 followed by P. to K. B. 4 would be more to the purpose.

No. 102 CHESS MASTERPIECES.

	Barnes. WHITE.		Morphy. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	P. to Q. 3.
3	P. to Q. 4.	3	P. to K. B. 4.
4	P. takes K. P.	4	B. P. takes P.
5	Kt. to Kt. 5.	5	P. to Q. 4.
6	P. to K. 6.	6	B. to Q. B. 4.
7	Kt. to B. 7.	7	Q. to B. 3.
8	Q. B. to K. 3.	8	P. to Q. 5.
9	B. to K. Kt. 5.	9	Q. to B. 4.
10	Kt. takes K. R.*	10	Q. takes Q. B.
11	B. to Q. B. 4.	11	Q. Kt. to B. 3.
12	Kt. to B. 7.	12	Q. takes Kt. P.
13	R. to B. sq.	13	K. Kt. to B 3.
14	P. to K. B. 3.	14	Kt. to Q. Kt. 5.
15	Kt. to Q. R. 3.	15	Q. B. takes P.
16	B. takes B.	16	Kt. to Q 6. (ch.)
17	Q. takes Kt.	17	P. takes Q.
18	Castles.	18	B. takes Q. Kt.
19	B. to Kt. 3.	19	P. to Q. 7. (ch.)
20	K. to Kt. sq.	20	B. to B. 4.
21	Kt. to K. 5.	21	K. to B.
22	Kt. to Q. 3.	22	R. to K.
23	Kt. takes B.	23	Q. takes K. R.
	Resigns.		

* P. to K. Kt. 4 would have been serviceable to White.

No. 104 CHESS MASTERPICEES.

	Bird. WHITE.		Morphy. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	P. to Q. 3.
3	P. to Q. 4.	3	P. to K. B. 4.
4	Kt. to Q. B. 3.	4	P. takes K. P
5	Q. Kt. takes K. P.	5	P. to Q. 4.
6	Q. Kt. to K. Kt. 3.*	6	P. to K. 5.
7	K. Kt. to K. 5.	7	Kt. to K. B. 3.
8	B. to K. Kt. 5.	8	B. to Q. 3.
9	Q. Kt. to K. R. 5.	9	Castles.
10	Q. to Q. 2.	10	Q. to K.
11	P. to K. Kt. 4.	11	Kt. takes Kt. P.

	Bird. WHITE.	Morphy. BLACK.
12	Kt. takes Kt.	Q. takes Kt.
13	Kt. to K. 5.	Kt. to Q. B. 3.
14	B. to K. 2.	Q. to K. R. 6.
15	Kt. takes Kt.	P. takes Kt.
16	B. to K. 3.	Q. R. to Q. Kt.
17	Castles Q. side.	K. R. takes K. B. P.
18	B. takes R.	Q. to Q. R. 6.
19	P. to Q. B. 3.	Q. takes Q. R. P.
20	P. to Q. Kt. 4.	Q. to Q. R. 8. (ch.)
21	K. to Q. B. 2.	Q. to Q. R. 5. (ch.)
22	K. to Q. Kt. 2.	B. takes Q. Kt. P.
23	P. takes B.	R. takes P. (ch.)
24	Q. takes R.	Q. takes Q. (ch.)
25	K. to Q. B. 2.	P. to K. 6.
26	B. takes P.	B. to K. B. 4. (ch.)
27	R. to Q. 3.	Q. to Q. B. 5. (ch.)
28	K. to Q. 2.	Q. to Q. R. 7. (ch.)
29	K. to Q. sq.	Q. to Q. Kt. 8. (ch.)
	Resigns.	

* K. Kt. takes K. P. is the proper move.

At move 4 Dr. Zukertort has suggested that White should play Kt. takes K. P., which sacrifices a piece, but appears to give White a fully compensating attack.

	WHITE.	BLACK.
5	K. Kt. takes K. P.	P. takes Kt.
6	Q. to R. 5. (ch.)	K. to Q. 2.
7	P. takes P.	P. to K. Kt. 3.
8	Q. to Kt. 4. (ch.)	K. to K. sq.
9	Q. takes K. P.	

And White has two Pawns and an attack fully worth the piece.

GAME 2.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	P. to Q. 3.
3	P. to Q. 4.	P. takes P.
4	Q. takes P.	Kt. to Q. B. 3.
5	B. to Q. Kt. 5.	B. to Q. 2.
6	B. takes Kt.	B. takes B.
7	B. to K. Kt. 5.	Kt. to K. B. 3.
8	Kt. to Q. B. 3.	B. to K. 2.

	WHITE.	BLACK.
9	Castles Q. R.	9 Castles.
10	K. R. to K. sq.	

White has a good position.

GAME 3.

	WHITE.	BLACK.
1	P. to K. 4.	1 P. to K. 4.
2	Kt. to K. B. 3.	2 P. to Q. 3.
3	P. to Q. 4.	3 P. takes P.
4	Q. takes P.	4 Kt. to Q. B. 3.
5	B. to Q. Kt. 5.	5 B. to Q. 2.
6	B. takes Kt.	6 B. takes B.
7	B. to K. 3.	7 Kt. to K. B. 3.
8	Kt. to Q. B. 3.	8 B. to K. 2.
9	Castles Q. R.	9 Castles.
10	P. to K. R. 3.	

And by carefully advancing Pawns on K. side White can obtain a fine attack.

GAME 4.

	WHITE.	BLACK.
1	P. to K. 4.	1 P. to K. 4.
2	Kt. to K. B. 3.	2 P. to Q. 3.
3	P. to Q. 4.	3 P. takes P.
4	Kt. takes P.	

This does not strike us as being so forcible as Q. takes P. The reply given by the authorities is Kt. to K. B. 3, P. to Q. B. 4 would not be good as it would leave Q. P. weak, but Black apparently could simplify the game by Kt. to Q. B. 3, it is true that his Q. B. P. would become doubled, but as a rule in practice this is not found to be of any disadvantage.

PETROFF'S DEFENCE.

The defence of Kt. to K. B. 3 at Black's second move is still thought by many authorities to be as good as P. to Q. 3, or even Q. Kt. to B 3. It was long considered by Petroff and Jaenisch, the Russian masters, to be the best the second player could adopt, and Mr. Wormald remarks that this

opinion is still held by many of our ablest players. In the analysis of the most approved variation submitted by him, however, after the presumedly best eight moves on each side a position is brought about identical with a leading form of the French game, the first player being a move in advance, it follows therefore that as the second player is one move behind, that unless his line of defence can be improved upon, the French game is preferable for him.

There are other lines of play open to the attacking player which do not appear to have received much attention, and on the whole we believe that the defence is not perfectly satisfactory. The Variation presented by Mr. Wormald is as follows:

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to K. B. 3.
3	Kt. takes P.	P. to Q. 3.
4	Kt. to K. B. 3.	Kt. takes P.
5	P. to Q. 4.	P. to Q. 4.
6	B. to Q. 3.	B. to Q. 3.*
7	Castles.	Castles.
8	P. to Q. B. 4.	Kt. to K. B. 3. best.

And White has a greater advantage than the first move should afford him.

*In game 121 Chess Masterpieces Morphy played B. to K. 2, the game was won by Lowenthal. It lasted 70 moves.

In the memorable game by Correspondence between Pesth and Paris at the 8th move the game proceeded thus:

	PESTH. WHITE.	PARIS. BLACK.
8	P. to Q. B. 4.	B. to K. 3.
9	Q. to Q. B. 2.	P. to K. B. 4.
10	Q. to Q. Kt. 3.	

With a manifest advantage.

The following Variation which appears worthy of notice occurred in a game lost by Mr. Bird to Mr. Blackburne.

	Blackburne. White.	Bird. Black.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to K. B. 3.
3	Kt. to Q. B. 3.	Kt. to Q. B. 3.
4	B. to Q. Kt. 5.	B. to Q. B. 4.
5	Kt. takes K. P.	B. takes P. (ch.)
6	K. takes B.	Kt. takes Kt.
7	P. to Q. 4.	Q. Kt. to Kt. 6. (ch.)
8	K. to Kt. sq.	P. to Q. B. 3.
9	B. to K. 2.	P. to K. R. 4.
10	P. to K. R. 3.	

With a much better game.

The following Variation also occurs to us as leading to an interesting game, advantageous to the first player.

	White.	Black.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to K. B. 3.
3	Kt. to Q. B. 3.	B. to Q. Kt. 5.
4	Kt. to Q. 5.	Kt. takes Kt.
5	P. takes Kt.	Castles.
6	B. to B. 4.	P. to K. 5.
7	Kt. to Q. 4.	B. to B. 4.
8	Kt. to Kt. 3.	B. to Kt. 3.
9	Castles.	P. to Q. 3.
10	P. to Q. 4.	

White has more freedom and we think that his game is preferable.

GAME 2.

	White.	Black.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to K. B. 3.
3	P. to Q. 4.	P. takes P.
4	P. to K. 5.	Kt. to K. 5.
5	Kt. takes P.	P. to Q. 3.
6	P. takes P.	B. takes P.
7	B. to Q. B. 4.	B. to Q. B. 4.
8	B. to K. 3.	B takes Kt.
9	Q. takes B.	Q. takes Q.
10	B. takes Q.	Castles.

Even game.

Variation at Black's 3d Move.

	White.		Black.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to K. B. 3.
3	P. to Q. 4.	3	Kt. takes P.
4	B. to Q. 3.	4	P. to Q. 4.
5	P. takes P.	5	Kt. to Q. B. 3.
6	Castles.	6	B. to Q. B. 4.
7	P. to Q. B. 4.	7	B. to K. 3.
8	P. takes P.	8	Q. takes P.
9	B. takes Kt.	9	Q. takes B.
10	Kt. to Q. B. 3.	10	Q. to K. B. 4.

Considered to be an equal game.

THE SCOTCH GAMBIT.

This Opening became very popular after its occurrence in the celebrated match by correspondence between Edinburgh and London, Mr. Staunton appears to have been partial to it, and it is still in favor with Mr. Steinitz, Mr. Blackburne, and other fine players.

Games 1 and 2 represent the most approved modern forms usually adopted. Nos. 3 and 4 may be dismissed as unsatisfactory to second player. Nos. 5, 6, and 7 are the Variations which were most in vogue fomerly. These may frequently be converted by second player into forms of the Giuoco Piano, and are to a great extent superseded by Variations Nos. 1 and 2 above mentioned.

GAME 1.

Method Approved in Practice.

	White.		Black.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	P. to Q. 4.	3	P. takes P.
4	Kt. takes P.*	4	B. to Q. B. 4.
5	B. to K. 3.	5	Q. to K. B. 3.
6	P. to Q. B. 3.	6	K. Kt. to K. 2.

	WHITE.	BLACK.
7	B. to Q. B. 4.	Castles.
8	Castles.	Q. Kt. to K. 4.
9	B. to Q. Kt. 3.	P. to Q. 3.

Considered an even game.

* Kt. takes P. This move has to a great extent superseded B. to Q. B. 4 the analysis of which is given in games 5, 6 and 7.

GAME 2.

Approved in Practice.—First Form.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	P. to Q. 4.	P. takes P.
4	Kt. takes P.*	Q. to K. R. 5.*

*The most natural reply to Black's 4th move is Q. to Q. 3. White may however obtain a fine and long enduring attack by abandoning the King's Pawn, playing Kt. to Q. Kt. 5, or Kt. to K. B. 3. The former as follows leads to a critical game:

	WHITE.	BLACK.
5	Kt. to Q. Kt. 5.	Q. takes K. P. (ch.)
6	B. to K. 2.	K. to Q. sq.
7	Castles.	P. to Q. R. 3.
8	Q. Kt. to B. 3.	Q. to K. sq.
9	Kt. to Q. 4.	

And the authorities are pretty evenly divided in opinion as to the choice of position. This opening was played in the match between London and Vienna in 1874, the defence Black was played by London, and resulted in its favor. Mr. Steinitz also adopted this defence once in his 1876 match against Mr. Blackburne, and was ultimately successful after however being somewhat at a disadvantage at one stage of the game.

Second Form.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	P. to Q. 4.	P. takes P.
4	Kt. takes P.	Q. to K. R. 5.
5	Kt. to K. B. 3.	Q. takes P. (ch.)
6	B. to K. 2.	Kt. to Q. Kt. 5.*

	WHITE.		BLACK.
7	Kt. to Q. R. 3.	7	B. to Q. B. 4.
8	Castles.		

Mr. Wormald remarks with a good opening, we agree with him, Black will find it very difficult to get his Queen and King both into safe quarters.

* This is altogether premature and bad, Black having gained an important Pawn should play for safety, B. to K. 2. is his proper move.

Variation at Move 5.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	P. to Q. 4.	3	P. takes P.
4	Kt. takes P.	4	Q. to K. R. 5.
5	Q. to Q. 3.	5	Kt. to K. B. 3.
6	Kt. takes Kt. best.	6	Q. P. takes Kt.
7	Kt. to Q. B. 3.	7	B. to Q. 2.

It is remarked that White has the advantage, this however is open to doubt.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	P. to Q. 4.	3	Kt. takes P.
4	Kt. takes K. P.	4	Kt. to K. 3.
5	B. to Q. B. 4.	5	P. to Q. B. 3.
6	B. takes Kt.	6	Q. to R. 4. (ch.)
7	Kt. to Q. B. 3.	7	Q. takes K. Kt.
8	B. to Q. Kt. 3.	8	B. to Q. B. 4.
9	Castles.	9	Kt. to K. B. 3.

The game has been considered as even, but we quite concur in Mr. Wormald's opinion that most players would prefer White's position. K. to R. sq. threatening P. to K. B. 4. indeed appears immediately embarrassing for Black.

Variation at Move 5.

	WHITE.		BLACK.
5	P. to K. B. 4.	5	B. to Q. B. 4.
6	Kt. to K. B. 3.	6	P. to Q. 3.
7	P. to K. B. 5.	7	Kt. to K. B. sq.
8	Kt. to Q. B. 3.	8	Q. to K. 2.

	WHITE.		BLACK.
9	B. to Q. 3.	9	Kt. to K. B. 3.
10	B. to K. Kt. 5.	10	P. to Q. B. 3.
11	Q. to K. 2.		

And the position is somewhat in White's favor.

GAME 4.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B 3.
3	P. to Q. 4.	3	P. takes P.
4	Kt. takes P.	4	Kt. takes Kt.
5	Q. takes Kt.	5	Q. to K. B. 3.
6	P. to K. 5.		

And Black has a very defensive, and by no means satisfactory game.

GAME 5.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	P. to Q. 4.	3	P. takes P.
4	B. to Q. B. 4.	4	B. to Q. B. 4.
5	Castles.	5	P. to Q. 3. best.
6	P. to Q. B. 3.	6	B. to K. Kt. 5. best.
7	Q. to Q. Kt. 3.	7	B. takes Kt.
8	B. takes K. B. P.(ch)	8	K. to B.
9	B. takes K. Kt.	9	R. takes B.
10	P. takes B.	10	P. to K. Kt. 4.

And Black has a winning position.

Variation 1.

	WHITE.		BLACK.
		4	B. to Q. Kt. 5. (ch.)
5	P. to Q. B. 3.	5	P. takes P.
6	Castles. best.	6	P. to Q. 3.
7	P. to Q. R. 3.	7	B. to R. 4.
8	P. to Q. Kt. 4.	8	B. to Kt. 3.
9	Q. to Q. Kt. 3.	9	Q. to K. B. 3.
10	Q. Kt. takes P.	10	B. to K. 3.

	WHITE.	BLACK.
11	Kt. to Q. 5.	B. takes Kt.
12	B. takes B.	K. Kt. to K. 2.
13	B. to K. Kt. 5.	Q. to K. Kt. 3.
14	B. takes Kt.	Kt. takes B.
15	B. takes P.	

And the game is considered even.

Variation at Black's 4th Move.

The following Variation arising from Q. to K. B. 3 at Black's 4th move in lieu of B. to B. 4, we have recently adopted in New York. The line of play indicated, is we believe, deserving of attention.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	P. to Q. 4.	P. takes P.
4	Kt. takes P.	Q. to B. 3.
5	B. to K. 3. *	Q. to K. Kt. 3.
6	Q. to K. B. 3.	Kt. to K. B. 3.
7	B. to Q. 3.	Kt. to K. 4
8	Q. to K. Kt. 3.	Q. takes Q.
9	R. P. takes Q.	P. to Q. 4.

Black's position is rather better.

* Interesting Variations arise from Kt. to Q. Kt. 5 at this juncture. Mr. Alberoni adopted this move in a game against Mr. Bird, who replied by B. to B. 4., and in a few moves obtained a winning advantage.

Mr. Blackburne has recently introduced a Variation at White's 5th move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	P. to Q. 4.	P. takes P.
4	Kt. takes P.	B. to Q. B. 4.
5	Kt. to Kt. 3.	B. to Kt. 3.
6	Kt. to Q. B. 3.	P. to Q. 3.
7	B. to K. 2.	B. to K. 3.
8	B. to K. B. 4.	K. Kt. to K. 2.
9	Castles.	K. Kt. to Kt. 3.

	WHITE.	BLACK.
10	B. to K. Kt. 3.	Q. to Q. 2.
11	K. to R. sq.	Castles Q. side.
12	P. to K B. 4.	P. to K. B. 4.
13	P. takes P.	B. takes. P.
14	Kt. to Q. 5.	

With a slight advantage in position.

A very fine game at the Vienna Tournament of 1873, between Anderssen and Rosenthal, proceeded in the following manner:

No. 24 CHESS MASTERPIECES.

	ROSENTHAL. WHITE.	ANDERSSEN. BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	P. to Q. 4.	P takes P.
4	Kt. takes P.	B. to Q. B. 4.
5	B. to K. 3.	Q. to K. B. 3.
6	P. to Q. B. 3.	K. Kt to K. 2.
7	P. to K. B. 4.	P. to Q. 3.
8	Kt. to Q. R. 3.	Kt. takes Kt.
9	P. takes Kt.	B. to Q. Kt. 5. (ch.)
10	K. to B. 2.	B. takes Kt.
11	P. takes B.	Castles.
12	R. to Q. B.	P. to Q. B. 3.
13	B. to Q. 3.	P. to Q. 4.
14	P to K 5.	Q. to K. R. 5. (ch.)
15	P. to K. Kt. 3.	Q. to K. R. 6.
16	B. to K. B.	Q. to K. 3.
17	B. to Q. 3.	P. to K. B. 4.
18	B. to Q. 2.	P. to Q. Kt. 3.
19	B. to Q. Kt. 4.	B. to Q. Kt. 2.
20	Q. to K. R. 5.	R. to K. B. 2.
21	K. R. to K. Kt.	Kt. to K. Kt. 3.
22	K. to K. 3.	P. to Q. B. 4.
23	P. takes P.	P. to Q. 5. (ch.)
24	K. to Q. 2.	P. to Q. R. 4.
25	P. to Q. B. 6.	B. takes P.
26	B. to Q. 6.	B. to Q. 4.
27	K. R. to K. B.	P. to Q. Kt. 4.*
28	P. to K. Kt. 4.	B. to K. 5.
29	R. to Q. B. 2.	R. to Q. sq.
30	P. takes K. B. P.	R. takes P.

Anderssen subsequently won.

*This clever move turns the game in favor of Anderssen.

GAME 6.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	P. to Q. 4.	3	P. takes P.
4	B. to Q. B. 4.	4	B. to Q. B. 4.
5	Kt. to K. Kt. 5.	5	Kt. to K. R. 3.

Far preferable to Kt. to K. 4.

6	Kt. takes K. B. P.	6	Kt. takes Kt.
7	B. takes Kt. (ch.)	7	K. takes B.
8	Q. to R. 5. (ch.)	8	P. to K. Kt. 3.
9	Q. takes B.	9	P. to Q. 4.
10	Q. takes P. (ch.)	10	Q. takes Q.
11	P. takes Q.	11	K. R. to K. (ch.)
12	K. to Q. sq. best.	12	Kt. to Q. Kt. 5.
13	B. to Q. 2.	13	Kt. takes Q. P.
14	Kt. to Q. R. 3.	14	B. to K. B. 4.
15	R. to K. sq.		

With a superior game.

Variation 1 at White's 10th Move.

	WHITE.		BLACK.
10	P. takes Q. P.	10	R. to K. sq. (ch.)
11	K. to Q. sq.	11	R. to K. 4.
12	P. to Q. B. 4.	12	Q. to R. 5.
13	Q. to Q. R. 3. best.	13	B. to Kt. 5. (ch.)
14	P. to B. 3.	14	Q. to K. B. 7.
15	B. to Q. 2.	15	Q. takes K. Kt. P.
16	K. R. to K. sq.	16	B. takes P. (ch.)

And wins.

Variation 2 at White's 10th Move.

	WHITE.		BLACK.
10	P. to K. 5.	10	K. R. to K.
11	P. to K. B. 4.	11	Kt. takes P.
12	P. takes Kt.	12	R. takes P. (ch.)

And wins,

Variation 3 at White's 10th Move.

	WHITE.		BLACK.
10	P. to K. B. 3.	10	P. takes P.
11	P. takes P.	11	Q. to R. 5. (ch.)
12	K. to B. sq. best.	12	K. R. to B. sq.
13	Kt. to Q. 2. best.	13	K. to Kt. (dis. ch.)
14	Kt. to B. 3.	14	Q. takes P.

With a Pawn more and a better position.

Variation 4 at White's 10th Move.

	WHITE.		BLACK.
10	Q. Kt. to Q. 2.	10	K. R. to K.
11	P. to K. B. 3.	11	P. takes P.
12	Kt. takes P.	12	Q. to R. 5. (ch.)
13	K. to B. sq. best.	13	R. to K. 4.

With a manifest advantage.

GAME 7.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	P. to Q. 4.	3	P. takes P.
4	B. to Q. B. 4.	4	B. to Q. B. 4.
5	Kt. to K. Kt. 5.	5	Kt. to K. R. 3.
6	Q. to K. R. 5.	6	Q. to K. 2.
7	Castles.	7	P. to Q. 3.
8	P. to K. R. 3.	8	B. to Q. 2.
9	P. to K. B. 4.	9	Castles Q. R.

And Black preserves the Gambit Pawn with at least an equal position.

Variation at White's 6th Move.

	WHITE.		BLACK.
6	Castles.	6	P. to Q. 3.
7	P. to K. R. 3.	7	B. to Q. 2.
8	P. to Q. B. 3.	8	Q. to K. B. 3.
9	K. to R. sq.	9	Castles Q. R.
10	P. to K. B. 4.		

White has a good opening, but Black still retains the Gambit Pawn.

THE EVANS GAMBIT ATTACK.

The Evans Gambit may truly be called "*The idol of Chess players.*" Its innumerable phases, and the marvellous combinations to which the various forms of the attack give rise, has secured it the first place in the estimation of all admirers of the royal pastime. The Bishop's Gambit, the Kieseritzky Gambit, and the Salvio Cochrane Gambit, are scarcely less beautiful openings and have each at times been more or less in favor, but the popularity of the Evans has never waned. Notwithstanding the sacrifice of the Pawn, and the fact that if it comes to an end game, the defending player should certainly win, it remains on record that of the published games between the finest players, nearly two-thirds have been won by the attack. Our predelictions in favor of the defence have for years past been well-known, nevertheless we approach the consideration of the opening with much diffidence, and the greatest possible feelings of respect for the views of the many distinguished players, analysts and writers who have inclined to the opinion that in practice the conductor of the attack should in the long run be successful.

Messrs. Staunton and Wormald observe:

"Of all the openings of which Chess is susceptible, the Evans Gambit is the most interesting, its combinations are more varied and more beautiful, the opportunities it affords for brilliant attack and scientific defence are more abundant than in any other debut yet invented. In addition to these great recommendations, the Evans Gambit is considered by many of the best authorities to be an opening of perfect fairness to both sides, that is to say, the attack obtained by the sacrifice of the Gambit Pawn is worth no more than it costs. So it remains a moot point to this moment whether the first or second player ought to win, supposing the best moves were adopted by each of them."

Of the following eleven games No. 1 and No. 11 are by far the most important, being approved forms of the two ad-

mittedly best defences, and to these, the student who may wish to economize his time may with advantage first direct his attention.

FIRST FORM.

Forms of defence arising when second player retires his Bishop at 5th move to Q. B. 4.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q. B. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	P. takes P.	8	B. to Q. Kt. 3.
9	P. to Q. 5.	9	Kt. to Q. R. 4.
10	B. to Q. Kt. 2.	10	Kt. to K. 2.
11	B. to Q. 3.	11	Castles.
12	Kt. to Q. B. 3.	12	Kt. to K. Kt. 3.
13	Kt. to K. 2.	13	P. to Q. B. 4.
14	Q. to Q. 2.	14	P. to K. B. 3.
15	K. to R. sq.	15	B. to Q. B. 2.
16	Q. R. to B.	16	R. to Q. Kt.
17	Kt. to K. Kt. 3.		

Mr. Staunton dismisses the game at this point with the observation "that it appeared to him that White had more than an equivalent for the Gambit Pawn."

Mr. Wormald however adds: "the result of recent experience hardly endorses Mr. Staunton's dictum."

The correct continuation apparently is:

	WHITE.		BLACK.
		17	P. to Q. Kt. 4.
18	Kt. to K. B. 5.	18	P. to Q. B. 5.
19	B. to K. 2. best.	19	P. to Q. Kt. 5.
20	B. to Q. 4.	20	P. to Q. B. 6.
21	Q. to Q. sq.	21	B. to Q. Kt. 3.
22	P. to Q. R. 3 best.		

And Mr. Wormald remarks that White has no superiority. These are the opinions expressed in Staunton and Worm-

ald's work of 1876. Mr. Wormald in his Chess Openings published in 1875, also dismisses the game as even.

We venture to differ from these conclusions, it appears to us that Black's position after his 17th move is decidedly superior to White's, sufficiently so indeed to constitute a winning advantage. Black's 19th move of P. to Q. Kt. 5 we consider premature. In substitution of the 19th to 21st moves we submit the following, by which it appears to us that Black can maintain his Pawns intact for the end game. and should thereby ultimately win.

Substituted Variation.

	WHITE.		BLACK.
19	B. to K. 2.	19	Kt. to Q. Kt. 2.
20	K. Kt. to Q. 4. *	20	B. to Q. 2.

* If B. to Q. 4, then Black replies with B. to Kt. 3. White cannot break up Black's Pawns, and Kt. to K. 6 will avail nothing.

21	P. to K. B. 4.	21	Kt. to Q. B. 4.

And with good play Black should win.

White can however vary his play at move 15 by B. to Q. B. 3

	WHITE.		BLACK.
15	B. to Q. B. 3.	15	B. to Q. B. 2.
16	Kt. to K. Kt. 3.	16	P. to Q. R. 3.*
17	Kt. to K. B. 5.	17	B. takes Kt.
18	P. takes B.	18	Kt. to K. 4.
19	Kt. takes Kt.	19	B. P. takes Kt.
20	P. to K. B. 4.	20	P. to Q. Kt. 4.
21	P. takes P.	21	P. to Q. Kt. 5.
22	P. to K. B. 6.		

With a winning position.

* After this move which is weak, White must we think get an advantage.

Variation in Reply to White's 15th Move of B. to Q. B. 3.

	WHITE.		BLACK.
15	B. to Q. B. 3.	15	B. to Q. 2.
16	Kt. to K. Kt. 3.	16	R. to K. sq.

	WHITE.		BLACK.
17	Kt. to K. B. 5.	17	B. takes Kt.
18	P. takes B.	18	Kt. to K. 4.
19	Kt. takes Kt.	19	B. P. takes Kt.

And Black's game appears preferable.

In a match game between Messrs. Wisker and Bird the latter played B. to Q. B. 2 and P. to Q. Kt. 3, Mr Wisker replied with B. takes Kt., and the game became slightly in favor of Black, as the doubled Pawns on Rooks file were of some use to him.

In reference to move 13 Mr. Wormald observes: "A game between Messrs. Kolisch and Paulsen, at the Bristol Chess Chess Congress in 1861, has always been referred to as the first recorded illustration of this form of defence. Strange to say, all the commentators have overlooked a consultation game played in the spring of 1858, and published shortly afterwards in the "Field," in which Messrs. Bird and Owen adopted this identical move with success, against Messrs. Staunton and Barnes.

Chess Masterpieces No. 129, the game proceeded thus:

	STAUNTON AND BARNES. WHITE.		BIRD AND OWEN. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes P.
5	P. to Q. B. 3.	5	B. to B. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	P. takes P	8	B. to Kt. 3.
9	P. to Q. 5.	9	Kt. to Q. R. 4.
10	B. to K. 2.	10	Kt. to K. 2.
11	B. to Q. Kt. 2.	11	P. to K. B. 3.
12	Q. to Q. 2.	12	Castles.
13	Kt. to Q. 4.	13	Kt. to K. Kt. 3.
14	K. to R. sq.	14	B. to Q. 2.
15	P. to K. B. 4.	15	P. to Q. B. 4.

And the defence subsequently played B. to Q. B. 2 and P. to Q. Kt. 4, and ultimately won by their Pawns.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.

	WHITE.		BLACK.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q. B. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	P. takes P.	8	B. to Q. Kt. 3.
9	B. to Q. Kt. 2.	9	K. Kt. to K. 2.
10	Kt. to K. Kt. 5.	10	P. to Q. 4.
11	P. takes P.	11	Kt. to Q. R. 4.
12	P. to Q. 6.	12	Kt. takes B.
13	P. takes Kt.	13	Q. to Q. 4.
14	Kt. to Q. B. 3.	14	Q. takes Kt.
15	Q. to Q. R. 4. (ch.)	15	P. to Q. B. 3.
16	Q. takes Kt.	16	B. to K. R. 6.

Black has the better game.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q. B. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	P. takes P.	8	B. to Q. Kt. 3.
9	Kt. to Q. B. 3.	9	B. to K. Kt. 5.
10	B. to Q. Kt. 5.*	10	B. to Q. 2.
11	P. to K. 5.	11	P. takes P.
12	R. to K. sq.		

White has a good attack.

* White may also play Mr. Fraser's variation of Q. to Q. R. 4.

GAME 4.

B. to B. 4 and Kt. to Q. R. 4 Defence.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.

	WHITE.		BLACK.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q. B. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	P. takes P.	8	B. to Q. Kt. 3.
9	Kt. to Q. B. 3.	9	Kt. to K. B. 3.
10	P. to K. 5.	10	P. takes P.
11	B. to Q. R. 3.	11	Kt. to Q. R. 4.
12	R. to K. sq.	12	Kt. takes B.
13	Q. to Q. R. 4. (ch.)	13	P. to Q. B. 3.
14	Q. takes Kt.	14	B. to K. 3.
15	R. takes P.	15	Q. to Q. 2.
16	R. takes B. (ch).	16	P. takes R.
17	Kt. to K. 5.		

And White must win.

Variation at Black's 9th Move.

	WHITE.		BLACK.
		9	Kt. to Q. R. 4.
10	Kt. to K. Kt. 5.	10	Kt. takes B.
11	Q. to R. 4. (ch.)	11	Q. to Q. 2.
12	Q. takes Kt.	12	P. to K. R. 3.
13	Kt. to K. B. 3.	13	Q. to Q. B. 3.
14	Q. to Q. 3.	14	B. to K. Kt. 5.
15	P. to Q. 5.	15	Q. to Q. 2.
16	Kt. to Q. 4.	16	Kt. to K. 2.

And Black retains his Pawn, and White has no attack to compensate.

GAME 5.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q B 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	P. takes P.	8	B. to Q. Kt. 3.
9	P. to Q. 5.	9	Q. Kt. to K. 2.
10	P. to K. 5.	10	B. to K. Kt. 5.

	WHITE.		BLACK.
11	Q. to Q. R. 4. (ch.)	11	B. to Q. 2.
12	Q. to Q. Kt. 3.	12	Kt. to K. Kt. 3.
13	Kt. to Q. B. 3.		

With the better opening.

Variation at Black's 10th Move.

	WHITE.		BLACK.
		10	Kt. to K. R. 3.
11	Kt. to Q. B. 3.	11	Castles.
12	B. takes Kt.	12	P. takes B.
13	Kt. to K. 4.	13	P. takes P.
14	Kt. to K. B. 6. (ch.)	14	K. to R. sq.
15	Kt. takes K. P.	15	Q. to Q. 3.

Mr. Staunton prefers Black's game. We think White's position slightly superior.

GAME 6.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q. R. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	Kt. to K. B. 3.
8	B. to Q. R. 3.	8	P. to Q. 3.
9	P. to K. 5.	9	P. to Q. 4.
10	B. to Q. Kt. 5.	10	Kt. to K. 5.
11	P. takes P.	11	B. to Q. 2.
12	Q. to Q. Kt. 3.	12	P. to Q. R. 3.
13	B. to Q. 3.		

It appears that Black has time to play B. to K. 3, followed by Q. Kt. to K. 2 with a safe game.

Variation at Black's 7th Move.

	WHITE.		BLACK.
		7	P. to Q. 6.
8	Q. to Q. Kt. 3.	8	Q. to K. B. 3.
9	P. to K. 5.	9	Q. to K. Kt. 3.
10	R. to K. sq.	10	K. Kt. to K. 2.
11	B. to Q. R. 3.		

A strong form of the attack.

Variation at Black's 7th Move.

WHITE.	BLACK.
	7 B. to Q. Kt. 3.
8 P. to K. 5.	8 P. to Q. 4.
9 P. takes P, *en passant.*	

We prefer Black's game.

Variation at Black's 7th Move.

WHITE.	BLACK.
	7 P. takes P.
8 Q. to Q. Kt. 3.	8 Q. to K. B. 3.
9 P. to K. 5.	9 Q. to K. Kt. 3.
10 Q. Kt. takes P.	10 K. Kt. to K. 2.

See Dr. Zukertort's variation.

GAME 7.

Defence Arising from Retiring B. to Q. R. 4 at Black's 5th Move.

WHITE.	BLACK.
1 P. to K. 4.	1 P. to K. 4.
2 Kt. to K. B. 3.	2 Kt. to Q. B. 3.
3 B. to Q. B. 4.	3 B. to Q. B. 4.
4 P. to Q. Kt. 4.	4 B. takes Kt. P.
5 P. to Q. B. 3.	5 B. to Q. R. 4.

Messrs. Staunton and Wormald observe: "In one respect this move is certainly preferable to B. to B. 4, as it allows Black the defence of Kt. to K. B. 3 more advantagously. On the other hand, when the B. retires to Q. R. 4, White can more safely push the attack by Q. to Q. Kt. 3, as Black cannot reply with Kt. to Q. R. 4, so that it is difficult to say which should really have the preference.

The question as to the relative strength of B. to B. 4 and B. to R. 4 at Black's 5th move, it appears to us must depend upon the value of the defence submitted in game 1 as compared with the compromised defence in game 11. Dr. Zukertort who has given much attention to the latter, contends and claims, we believe, that the foreign masters agree with him, that the defence arising from B. to R. 4 followed up at the proper moment by P. to Q. Kt. 4 is by

far the most complete and satisfactory answer to the Evans attack.

	WHITE.		BLACK.
6	Castles.	6	Kt. to K. B. 3.
7	P. to Q. 4.	7	Castles.
8	P takes K. P.	8	K. Kt. takes K. P.
9	Q. to Q. 3.	9	Kt. to Q. B. 4.
10	Q. to Q. 5.	10	Kt. to K. 3.
11	B. to Q. R. 3.		

Mr. Staunton remarks that Black has a very constrained position. We do not, however, consider that White has any attack to compensate for the Pawn sacrificed.

GAME 8.

Defence Arising from Retiring B. to Q. R. 4 at Black's 5th Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes P.
5	P. to Q. B. 3.	5	B. to Q. R. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	Q. to Q. Kt. 3.	8	Q. to K. B. 3.
9	P. takes P.	9	B. to Q. Kt. 3.
10	B. to Q. Kt. 5.	10	B. to Q. 2.
11	P. to K. 5.	11	P. takes P.
12	R. to K. sq.	12	K. Kt. to K. 2.
13	P. takes P.	13	Q. to K. Kt. 3.
14	B. to K. Kt. 5.		

Mr. Staunton remarks that Black retains the advantage of a Pawn plus, but at the cost of a confined situation.

It appears to us that if White at his 13th move play B. to K. Kt. 5, Black cannot maintain an even game, if indeed he can avoid a decided inferiority.

For Example.

	WHITE.		BLACK.
13	B. to K. Kt. 5.	13	Q. to Q. 3. best.
14	B. takes Kt.	14	Kt. takes B.
15	B. takes B. (ch.)	15	Q. takes B.
16	Kt. takes K. P.		

With a winning position.

GAME 9.

Mr. Fraser's Variation.

	WHITE.	BLACK.
1	P. to K. 4.	1 P. to K. 4.
2	Kt. to K. B. 3.	2 Kt. to Q. B. 3.
3	B. to Q. B. 4.	3 B. to Q. B. 4.
4	P. to Q. Kt. 4.	4 B. takes Kt. P.
5	P. to Q. B. 3.	5 B. to Q. B. 4.
6	P. to Q. 4.	6 P. takes P.
7	Castles.	7 P. to Q. 3.
8	P. takes P.	8 B. to Q. Kt. 3.
9	Kt. to Q. B. 3.	9 B. to K. Kt. 5.
10	Q. to Q. R. 4.	

This move is attributed to Mr. Fraser. Very great, in fact, we think too much importance has been attached to the attack arising from it, which is certainly inferior to that favored by Prof. Anderssen. See game 1.

WHITE.	BLACK.
	10 B. to Q. 2.

We prefer moving K. to B. sq. for Black at his 10th move. Messrs. Staunton and Wormald admit that this line of play paralyzis the attack for a time, but add that Black's game becomes miserably embarrassed. It appears to us however that they somewhat overrate the difficulty of Black's position.

The Rev. G. A. Macdonnell played some very fine specimens of this attack against Mr. Bird with varying success but ultimately abandoned it. For the illustrative game given, the only one which appears to have been preserved, we are indebted to the kindness of Mr. Boden.

	WHITE.	BLACK.
11	Q. to Q. Kt. 3.	11 Kt. to Q. R. 4.
12	B. takes B. P. (ch.)	12 K. to B. sq.
13	Q. to Q. 5.	

See Fraser Mortimer variation next game.

	WHITE.	BLACK.
		13 Kt. to K. B. 3.
14	Q. to K. Kt. 5.	14 K. takes B.

15	P. to K. 5.	15	Kt. to K. Kt. 5.
16	Q. to K. B. 4. (ch.)	16	K. to Kt. sq.
17	Kt. to K. Kt. 5.	17	Kt. to K. B. 3.
18	P. to K. 6.	18	B. to K. sq.

And Black has the advantage.

GAME 10.

Fraser Mortimer Variation.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q. B. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. to Q. 3.
8	P. takes P.	8	B. to Q. Kt. 3.
9	Kt. to Q. B. 3.	9	B. to K. Kt. 5.
10	Q. to Q. R. 4.	10	B. to Q. 2.
11	Q. to Q. Kt. 3.	11	Kt. to Q. R. 4.
12	B. takes B. P. (ch.)	12	K. to B. sq.
13	Q. to Q. B. 2.		

This move was suggested by Mr. Mortimer a few years back, it leads to a highly interesting and somewhat dangerous attack, which properly answered however, should undoubtedly result in favor of the defending player.

	WHITE.		BLACK.
		13	K. takes B.
14	P. to K. 5.	14	P. to K. R. 3.
15	P. to Q. 5.	15	Kt. to K. B. 3.
16	P. to K. 6. (ch.)	16	B. takes P.*
17	P. takes B. (ch.)	17	K. takes P.
18	Q. to K. Kt. 6.	18	Q. to K. B. sq.
19	B. to K. Kt. 5.	19	Kt. to Q. B 3.
20	Q. R. to K. sq. (ch.)	20	Kt. to K. 4.
21	Kt. takes Kt.	21	P. takes Kt.
22	R. takes P. (ch.)	22	K. takes R.
23	R. to K. sq. (ch.)		

And White it is considered should win.
* Weak.

Compiler's Variation.

WHITE.		BLACK.
		16 K. to Kt. sq.
17	P. takes B.	17 Q. takes P.
18	Kt. to K. R. 4.	18 P. to K. Kt. 4.

And Black should survive the attack and win.

Mr. Staunton says: "It has not yet been perhaps sufficiently tested by analysis and practice for a decisive judgment to be pronounced on its merits.

Variation at Black's 14th Move.

WHITE.		BLACK.
		14 K. to B. sq.
15	R. to K. sq.	15 Kt. to Q. B. 3.
16	B. to K. Kt. 5.	16 Q. to K. sq.
17	P. to K. 6.	17 Q. to K. Kt. 3.
18	Q. takes Q.	18 P. takes Q.
19	P. takes B.	19 Kt. to K. B. 3.
20	P. to Q. 5.	20 Kt. to K. 4.
21	Kt. takes Kt.	21 P. takes Kt.

And Black has the advantage.

A game recorded between Kolisch and Hirschfeld illustrative of this opening, is so interesting that we give it in full from 13th move.

No. 90 CHESS MASTERPIECES.

Kolisch. WHITE.		Hirschfeld. BLACK.
13	Q. to Q. B. 2.	13 K. takes B.
14	P. to K. 5.	14 K. to B. sq.
15	R. to K. sq.	15 Q. to Q. B. sq.
16	P. to Q. 5.	16 B. to K. B. 4.
17	Q. to Q. 2.	17 Kt. to K. R. 3.
18	Q. to K. B. 4.	18 Kt. to K. Kt. 5.*
19	P. to K. 6.	19 B. takes K. B. P. (ch.)
20	K. to R. sq.	20 B. takes R.†
21	Q. takes B. (ch.)	21 Kt. to K. B. 3.
22	Kt. to K. 4.	22 K. to K. 2.
23	B. to K. Kt. 5.	23 Q. to K. B.
24	R. takes B.	24 R. to K.
25	R. to Q. B.	25 K. to Q.
26	Kt. to K. 5.	26 P. takes Kt.
27	P. to Q. 6.	27 Kt. to Q. B. 3.
28	R. takes Kt.	28 P. takes R.

	Kolisch. WHITE.	Hirschfeld. BLACK.
29	Kt. takes Kt.	P. takes Kt.
30	B. takes P. (ch.)	K. to Q. B. sq.
31	P. to K. 7. (dis. ch.)	

* K. to Kt. sq. better.

† Suicidal.

Fraser Mortimer Variation—Illustrative Game.

No. 52 CHESS MASTERPIECES.

	Macdonnell. WHITE.	Bird. BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to B. 4.	B. to B. 4.
4	P. to Q. Kt. 4.	B. takes Kt. P.
5	P. to Q. B. 3.	B. to B. 4.
6	Castles.	P. to Q. 3.
7	P. to Q. 4.	P. takes P.
8	P. takes P.	B. to Kt. 3.
9	B. to Q. Kt. 5.	K. to B. sq.
10	B. takes Kt.	P. takes B.
11	Kt. to Q. B. 3.	Q. B. to Kt. 5.
12	Q. B. to K. 3.	Kt. to K. 2.
13	Q. Kt. to K. 2.	Q. to Q. 2.
14	Q. to Kt. 3.	Q. to K. 3.
15	Q. to B. 2.	Q. B. takes Kt.
16	P. takes B.	Q. R. to K.
17	Kt. to Kt. 3.	P. to K. R. 4.
18	K. to R. sq.	P. to K. R. 5.
19	Kt. to K. 2.	Q. to R. 6.
20	Kt. to K. Kt.	Q. to Q. 2.
21	P. to K. B. 4.	P. to Q. B. 4.
22	P. takes P.	Q. to Q. B. 3.
23	P. to K. B. 3.	Kt. to K. B. 4.
24	Q. to Kt. 3.	Kt. takes B.
25	Q. takes Kt.	B. takes P.
26	Q. to Q. B. 3.	R. to R. 3.
27	Kt. to K. 2.	R. to Kt. 3.
28	P. to K. B. 5.	R. to K. B. 3.
29	Kt. to K. B. 4.	Q. R. to K. 4.
30	Q. R. to Q. sq.	Q. to R. 5.
31	Kt. to Q. 5.	R. to K. R. 3.
32	Kt. takes Q. B. P.	K. to Kt. sq.
33	Kt. to Q. 5.	P. to R. 6.
34	R. to K. Kt. sq.	K. to R. 2.
35	Q. R. to K. sq.	P. to K. B. 3.
36	R. to K. Kt. 4.	Q. takes R. P.
37	Kt. to Q. B. 7.	Q. to K. B. 7.
38	Kt. to K. 6.	R. takes Kt.
39	P. takes R.	R. to Kt. 3.
40	P. to K. B. 4.	Mate in 2 moves.

Defence Arising from B. to Q. R. 4.

Dr. Zukertort Variations.

In the following game and its two accompanying variations, Black is represented to have the advantage in each case. No line of play is submitted by which White, the first player, can secure even an equal game, if therefore this defence is as strong as here represented, it appears to us to strike at the root of the Evans attack. In the opening remarks of Mr. Staunton, he says: "It remains a moot point to this moment whether the first or second player ought to win, supposing the best moves were adopted by each of them."

The compiler thinks that the result of practical experience shows that the defence arising from B. to Q. R. 4 is less reliable and trustworthy than that arising from B. to Q. B. 4, and Kt. to Q. R. 4.

GAME 11.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to Q. R. 4.
6	P. to Q. 4.	6	P. takes P.
7	Castles.	7	P. takes P.
8	Q. to Q. Kt. 3.	8	Q. to K. B. 3.
9	P. to K. 5.	9	Q. to K. Kt. 3.
10	Q. Kt. takes P.	10	K. Kt. to K. 2.
11	Kt. to K. 2.	11	P. to Q. Kt. 4.
12	B. to Q. 3.*	12	Q. to K. 3.
13	Q. to Q. Kt. 2.	13	Kt. to K. Kt. 3.
14	Kt. to K. B. 4.	14	Kt. takes Kt.
15	B. takes Kt.	15	P. to K. R. 3.
16	Q. R. to B. sq.	16	P. to Q. R. 3.
17	K. R. to Q. sq.	17	B. to Q. Kt. 2.
18	Q. to Q. Kt. sq.	18	Q. R. to Q. sq.

* The identical moves to this point occurred in a consultation game, played at Philadelphia last year, Mr. Bird and Mr. Elson contending against Capt. Mackenzie and Mr. Martinez. The game which should have resulted in a draw was won by Messrs. Bird and Elson, but only through a faulty move on the part of their opponents in the end game.

It is added by Staunton and Wormald that Black has won two Pawns with a safe game.

The position presented at the point where above variation ends is very important, because it results from apparently the best moves on both sides. Has Black however a safe game? we doubt it, and upon this hinges the whole question. Continuing the analysis a little, the following moves seems to suggest themselves:

	WHITE.		BLACK.
19	P. to Q. R. 4.	19	P. to Q. Kt. 5.
20	B. to K. B. 5.	20	Q. to K. 2.
21	B. to K. Kt. 3.		

Threatening B. to R. 4, and play as Black may he will be subject to considerable attack.

Variation 1 at White's 11th Move.

	WHITE.		BLACK.
11	R. to K. sq.	11	P. to Q. Kt. 4.
12	Kt. takes Q. Kt. P.	12	R. to Q. Kt. sq.
13	Kt. to K. R. 4.	13	Q. to K. Kt. 5.
14	Q. to Q. R. 4.	14	K. to Q. sq.
15	Kt. to K. B. 3.	15	B. takes R.
16	Kt. takes B.	16	P. to Q. R. 3.
17	Kt. to Q. R. 3.	17	R. to Q. Kt. 5.
18	Q. to Q. B. 2.	18	Kt. takes P.

Black has much the better game.

Variation 2 at White's 11th Move.

	WHITE.		BLACK.
11	B. to Q. R. 3.	11	P. to Q. Kt. 4.
12	Kt. takes P.	12	R. to Q. Kt. sq.
13	B. takes Kt.	13	P. to Q. R. 3.
14	B. to Q. R. 3.	14	P. takes Kt.
15	B. to Q. 3.	15	Q. to K. R. 4.
16	B. to Q. Kt. 2.	16	Castles.

We should prefer White's game.

Defence Arising from B. to K. 2 at Black's 5th Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. takes Kt. P.
5	P. to Q. B. 3.	5	B. to K. 2.

	WHITE.	BLACK.
5	P. to Q. 4.	6 P. takes P.
7	Q. to Q. Kt. 3.	7 Kt. to Q. R. 4.
8	B. takes P. (ch.)	8 K. to B. sq.
9	Q. to Q. R. 4.	9 K. takes B.
10	Q. takes Kt.	

And White's game is preferable.

Defence Arising from B. to Q. 3 at Black's 5th Move.

This mode of defence does not appear to have been touched upon by Staunton, but having regard to the fine games between Anderssen and Kieseritzky, in which the latter secured even results by adopting the defence, we cannot pass it by as altogether unworthy of notice.

	WHITE.	BLACK.
1	P. to K. 4.	1 P. to K. 4.
2	Kt. to K. B. 3.	2 Kt. to Q. B. 3.
3	B. to B. 4.	3 B. to B. 4.
4	P. to Q. Kt. 4.	4 B. takes Kt. P.
5	P. to Q. B. 3.	5 B. to Q. 3.
6	Castles.	6 Q. to K. 2.
7	P. to Q. 4.	7 Kt. to K. B. 3.
8	Q. B. to Kt. 5.	8 Castles.
9	K. Kt. to R. 4.	9 P. takes Q. P.
10	Q. Kt. to Q. 2.	10 Q. to K. 4.
11	Q. Kt. to K. B. 3.	11 Q. to Q. B. 4.
12	B. takes Kt.	12 P. takes B.

Black, Kieseritzky subsequently won the game.

	IF	THEN
13	Kt. to K. B. 5.	13 B. to B. 5.
14	Kt. to K. R. 4.	14 P. to Q. 4.
15	Q. to Kt. 4. (ch.)	15 B. to Kt. 4.

And it appears to us that Black can survive the attack and should win, but if White at his 8th move play R. to K. sq. he secures we think an advantage in the opening.

Defence Arising from B. to Q. 3 at Black's 5th Move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. B. 4.	B. to Q. B. 4.
4	P. to Q. Kt. 4.	B. takes Kt. P.
5	P. to Q. B. 3.	B. to Q. 3.
6	P. to Q. 4.	Kt. to K. B. 3.
7	Kt. to K. Kt. 5.	Castles.
8	P. to K. B. 4.	P. takes K. B. P.
9	P. to K. 5.	B. takes P.
10	P. takes B.	Q. Kt. takes P.
11	B. to Q. Kt. 3.	P. to K. R. 3.
12	Kt. to K. R. 3.	P. to K. Kt. 4.

White, Anderssen subsequently won the game.

The question of superiority of position at this point has been considered doubtful. We should prefer Black's game with his four Pawns plus, to White's with his extra piece.

EVANS GAMBIT DECLINED.

Defence of P. to Q. 4 at Black's 4th Move.

This defence may be safely adopted, and leads to a game of an interesting character, although very seldom played.

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	B. to Q. B. 4.	B. to Q. B. 4.
4	P. to Q. Kt. 4.	P. to Q. 4.
5	P. takes P.	Kt. takes P.
6	P. to Q. B. 3.	Kt. takes Q. P.
7	Kt. takes K. P.	Kt. to K. B. 3.
8	P. to Q. 4.	B. to Kt. 3.
9	Castles.	Castles.

The game is thought to be equal.

Variation at White's 6th Move.

	WHITE.		BLACK.
6	Kt. takes P.	6	Q. to K. Kt. 4.
7	P. to Q. 4.	7	Q. takes Kt. P.
8	Q. to K. B. 3.	8	Q. takes Q.
9	Kt. takes Q.	9	Kt. takes P. (ch.)
10	K. to Q. sq.	10	Kt. takes Q. P.

Black's position is better, but White's 6th move of Kt. takes P. is not good.

Defence of P. to Q. 4 at Black's 4th Move—Adopted by us in Practice.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	P. to Q. 4.
5	P. takes P.	5	Kt. takes P.
6	B. to Q. R. 3.		

This we believe to be stronger than P. to Q. B. 3 the move recommended by the authorities.

	WHITE.		BLACK.
		6	B. to Q. 3.
7	P. to Q. 4.	7	P. to K. 5.
8	Kt. to K. 5.	8	Kt. to K. B. 3.
9	B. takes Kt.	9	B. takes B. (ch.)
10	P. to Q. B. 3.	10	B. to Q. 3.

The game appears even.

Defence Arising from B. Retiring to Kt. 3.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	3	Kt. to Q. B. 3.
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	P. to Q. Kt. 4.	4	B. to Q. Kt. 3.
5	P. to Q. Kt. 5.	5	Kt. to Q. R. 4.
6	Kt. takes K. P.	6	Kt. to K. R. 3.
7	P. to Q. 4.	7	P. to Q. 3.
8	B. takes K. Kt	8	P. takes Kt.

	WHITE.		BLACK.
9	B. takes K. Kt. P.	9	R. to K. Kt.
10	B. takes B. P. (ch.)	10	K. takes B.
11	B. takes K. P.	11	Q. to K. Kt. 4.
12	Kt. to Q. 2.	12	Q. takes Kt. P.
13	Q. to K. R. 5. (ch.	13	Q. to K. Kt. 3.
14	Q. to K. R. 4.	14	P. to K. R. 3.
15	Castles Q. side.	15	Q. to K. Kt. 4.
16	Q. takes Q.	16	R. takes Q.
17	K. R. to K. Kt.		

We concur in the opinion of the authorities that the advantage is with White.

GRECO COUNTER GAMBIT.

This mode of answering the King's Knight's attack is not to be commended, all the variations given, it will be observed, result in favor of the opening player.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	P. to K. B. 4.
3	Kt. takes P.	3	Q. to K. B. 3.
4	P. to Q. 4.	4	P. to Q. 3.
5	Kt. to Q. B. 4.	5	P. takes P.
6	Kt. to Q. B. 3.	6	P. to Q. B. 3.
7	Q. Kt. takes K. P.	7	Q. to K. 3.
8	Q. to K. 2.	8	P. to Q. 4.
9	Q. Kt. to Q. 6. (ch.)	9	K. to Q. 2.
10	Kt. to K. B. 7.	10	Q. P. takes Kt.
11	Q. takes Q. (ch.)	11	K. takes Q.
12	B. takes P. (ch).	12	K. to K. 2.
13	Kt. takes R.	13	B. to K. 3.
14	B. to Q. 3.	14	Kt. to K. B. 3.
15	B. to K. Kt. 5.	15	P. to K. Kt. 3.
16	Kt. takes P. (ch.)	16	P. takes Kt.
17	B. takes P.		

White's game is decidedly preferable.

Variation 1 at Black's 6th Move.

	WHITE.		BLACK.
		6	B. to K. B. 4.
7	P. to K. Kt. 4.	7	B. to Kt. 3.
8	B. to Kt. 2.	8	P. to Q. B. 3.
9	B. takes K. P.	9	B. takes B.
10	Kt. takes B.	10	Q. to K. 3.
11	Q. to K. 2.	11	P. to Q. 4.
12	Kt. from B. 4 to Q. 6. (ch.)		

White has a winning position.

Variation 2 at Black's 6th Move.

	WHITE.		BLACK.
		6	Kt. to K. 2.
7	P. to Q. 5.	7	Q. to K. Kt. 3.
8	Q. to Q. 4.	8	B. to K. B. 4.
9	Kt. to K. 3.		

White will win a valuable Pawn.

Variation 3 at Black's 6th Move.

	WHITE.		BLACK.
		6	Q. to K. Kt. 3.
7	P. to K. B. 3.	7	Kt. to K. B. 3.
8	P. takes K. P.	8	Kt. takes P.
9	Q. to K. 2.	9	B. to K. B. 4.
10	Kt. to Q. 2.		

White will gain a piece.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	P. to K. B. 4.
3	B. to Q. B. 4.	3	P. takes P.
4	Kt. takes P.	4	Q. to K. Kt. 4.
5	Kt. to K. B. 7.	5	Q. takes Kt. P.
6	R. to K. B. sq.	6	P. to Q. 4.
7	Kt. takes R.	7	P. takes B.
8	Q. to K. R. 5. (ch.)	8	P. to K. Kt. 3.
9	Q. takes K. R. P.	9	B. to K. 3.
10	Q. takes Kt. P. (ch.)	10	Q. takes Q.
11	Kt. takes Q.		

White has a winning advantage.

QUEEN'S BISHOP'S PAWN GAME.

This opening is less attacking than many others, it may however be safely adopted, and although not much played, it has at times led to interesting games.

Mr. Staunton observes: "This opening appears to have been very little practiced by the early players, and to have been little known to the modern ones until I drew attention to its merits some 26 years ago. It has since then been grudgingly admitted into favor, and in another quarter of a century it may possibly take the rank it deserves among our best debuts."

GAME 1.

P. to K. B. 4 for Black's 3d Move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	P. to Q. B. 3.	P. to K. B. 4.
4	P. to Q. 4.	P. to Q. 3.
5	Q. P. takes P.	P. takes K. P.
6	Kt. to K. Kt. 5.	P. to Q. 4.
7	P. to K. 6.	Kt. to K. 4.
8	Q. to Q. 4.	Q. to Q. 3.
9	Kt. to Q. R. 3.	P. to Q. B. 3.
10	B. to K. B. 4.	Kt. to Q. 6. (ch.)
11	B. takes Kt.	Q. takes B.
12	Kt. to B. 7.	Kt. to K. R. 3.
13	Kt. takes R.	Kt. to K. B. 4.
14	Q. to Q. R. 4.	B. to Q. B. 4.
15	Castles.	B. takes K. P.
16	B. to K. 2.	K. to K. 2.

Black has the better game.

Variation at White's 5th Move.

	WHITE.	BLACK.
5	B. to Q. Kt. 5.	P. takes K. P.
6	Kt. takes K. P.	P. takes Kt.
7	B. takes Kt. (ch.)	P. takes B.
8	Q. to R. 5. (ch.)	K. to Q. 2.

	WHITE.		BLACK.
9	Q. to K. B. 5 (ch.)	9	K. to K. 2.
10	Q. to Kt. 5. (ch.)	10	K. to Q. 2.
11	Q. to K. B. 5. (ch.)	11	K. to K. 2.

The game should be drawn.

Variation at White's 7th Move.

	WHITE.		BLACK.
5	B. to Q. Kt. 5.	5	P. takes K. P.
6	Kt. takes K. P.	6	P. takes Kt.
7	Q. to R. 5. (ch.)	7	K. to Q. 2.
8	P. to Q. 5.	8	Q. to K. B. 3.
9	Castles.	9	Q. to K. Kt. 3.
10	Q. to K. 2.		

With a better opening.

GAME 2.

P. to Q. 4 at Black's 3d Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	P. to Q. B. 3.	3	P. to Q. 4.
4	B. to Q. Kt. 5.	4	P. takes K. P.
5	Kt. takes K. P.	5	Q. to Q. 4.
6	Q. to Q. R. 4.	6	K. Kt. to K. 2.
7	P. to K. B. 4.	7	P. takes P. *en passant.*
8	Kt. takes P.	8	P. to Q. R. 3.
9	B. to B. 4.	9	Q. to K. 5. (ch.)
10	K. to B. 2.	10	B. to K. 3.
11	P. to Q. 3.	11	Q. to K. B. 4.
12	R. to K. sq.	12	P. to Q. Kt. 4.
13	B. takes B.	13	P. takes B.
14	Q. to Q. Kt. 3.	14	Castles Q. R.

Even game.

GAME 3.

Kt to K. B. 3 at Black's 3d Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.

	WHITE.		BLACK.
3	P. to Q. B. 3.	3	Kt. to K. B. 3.
4	P. to Q. 4.	4	P. to Q. 4.
5	B. to Q. Kt. 5.	5	Kt. takes K. P.
6	Kt. takes K. P.	6	B. to Q. 2.
7	Q. to Q. Kt. 3.	7	Kt. to K. B. 3.
8	B. to K. Kt. 5.	8	B. to K. 2.
9	B. takes K. Kt.	9	P. takes B.
10	B. takes Kt.	10	P. takes B.
11	Kt. to K. B. 3.		

It is considered that Black's doubled Pawns place him at some disadvantage.

Variation 1 at Black's 4th Move.

	WHITE.		BLACK.
		4	Kt. takes K. P.
5	P. takes P.	5	B. to Q. B. 4.
6	B. to Q. B. 4.	6	Kt. takes K. B. P.
7	B. takes B. P. (ch).	7	K. takes B.
8	Q. to Q. 5. (ch.)	8	K. to K. sq.
9	R. to K. B.	9	Kt. to K. 2.
10	Q. to Q. B. 4.	10	P. to Q. 4.
11	P. takes P. *en passant.*	11	Q. takes P.

Black has much the better game.

Variation 2 at Black's 4th Move.

	WHITE.		BLACK.
		4	Kt. takes K. P.
5	P. to Q. 5.	5	B. to Q. B. 4.
6	Q. to K. 2.	6	Kt. takes B. P.
7	P. takes Q. Kt.	7	Kt. takes R.
8	B. to K. 3.	8	B. to Q. 3.
9	Q. Kt. to Q. 2.		

Black's Kt. cannot escape, and White has the better game.

Variation 3 at Black's 4th Move.

	WHITE.		BLACK.
4	P. to Q. 4.	4	Kt. takes K. P.
5	P. to Q. 5.	5	B. to Q. B. 4.

	WHITE.		BLACK.
6	P. takes Kt.	6	B. takes B. P. (ch.)
7	K. to K. 2.	7	P. to Q. 4.
8	P. takes Kt. P.	8	Q. B. takes P.
9	Q. to Q. R. 4. (ch.)	9	P. to Q. B. 3.
10	Q. Kt. to Q. 2.	10	P. to K. B. 4.
11	Kt. takes Kt.	11	B. P. takes Kt.
12	K. takes B.		

And White has the advantage.

KING'S KNIGHT'S GAMBIT.

Ordinary Form

This is a very fine opening, affording great variety and much scope for the original and ingenious player, it should not be ventured however unless the attacking party is prepared to play the Muzio Gambit or the Salvio Cochrane Gambit, because the second player by advancing P. to K. Kt. 5 at his fourth move can compel the adoption of one of these openings.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B 4.	4	B. to K. Kt. 2.
5	Castles.	5	P. to Q. 3.

P. to Q. 4, or P. to Q. B. 3, can also be safely played.

6	P. to Q. 4.*	6	P. to K. R. 3.

* We usually play P. to Q. B. 3 first, as it enables the Q. to move to Kt. 3 in case of need a move earlier.

7	P. to Q. B. 3.	7	Q. to K. 2.†

† We prefer Kt. to K. 2.

8	P. to K. 5.‡	8	P. takes P.

‡ Premature we think.

	WHITE.		BLACK.
9	Kt. takes P.	9	B. takes Kt.
10	R. to K.	10	B. to K. 3.
11	B. takes B.§	11	P. takes B.
12	R. takes B.		

§ R. takes B. would be better.
The game is considered even, but this appears to us a weak variation.

Variation at White's 5th Move.

	WHITE.		BLACK.
5	P. to Q. 4.	5	P. to Q. 3.
6	P. to Q. B. 3.	6	P. to K. Kt. 5.
7	Kt. to K. Kt. sq.	7	Q. to K. R. 5. (ch.)
8	K. to B. sq.	8	B. to K. R. 3.
9	Q. to Q. Kt. 3.	9	Q. to K. R. 4.

Black is considered to have the advantage, but it is not a probable variation.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B. 4.	4	B. to K. Kt. 2.
5	P. to K. R. 4.	5	P. to K. R. 3.
6	P. to Q. 4.	6	P. to Q. 3.
7	P. to Q. B. 3.	7	P. to K. Kt. 5.
8	Q. B. takes P.	8	P. takes Kt.
9	Q. takes P.	9	B. to K. 3.
10	Kt. to Q. 2.	10	Kt. to K. 2.
11	P. to K. R. 5.	11	B. takes B.
12	Kt. takes B.	12	P. to Q. Kt. 4.
13	Kt. to K. 3.		

And it is considered that White has an equivalent for his lost Knight, but this appears to us to be very doubtful.

Variation 1 at White's 7th Move.

	WHITE.		BLACK.
7	Q. to Q. 3.	7	Kt. to Q. B. 3.
8	P. takes P.	8	P. takes P.
9	R. takes R.	9	B. takes R.

	WHITE.		BLACK.
10	P. to K. 5.	10	K. to B. sq.
11	Q. to K. R. 7.	11	B. to K. Kt. 2.
12	Q. to K. R. 5.	12	Kt. to K. R. 3.
13	P. to Q. B. 3.	13	P. to Q. 4.

This is a good variation, and Black appears to have the better game.

Variation 2 at White's 7th Move.

	WHITE.		BLACK.
7	P. takes P.	7	P. takes P.
8	R. takes R.	8	B. takes R.
9	Q. to Q. 3.	9	Kt. to K. R. 3.
10	P. to K. Kt. 3.	10	Q. to K. 2.
11	Kt. to Q. B. 3.	11	P. to Q. B. 3.
12	P. takes P.	12	P. to K. Kt. 5.
13	Kt. to K. Kt. 5.	13	Kt. to Q. 2.
14	P. to K. 5.	14	Kt. to K. B. 3.
15	B. to K. 3.	15	P. to Q. 4.
16	B. to Q. Kt. 3.	16	Kt. to K. B. 4.
17	Castles.	17	Kt. to K. Kt. sq.

Another good variation in Black's favor.

Variation 3 at White's 7th Move.

	WHITE.		BLACK.
7	Kt. to Q. B. 3.	7	P. to K. Kt. 5.
8	Kt. to K. Kt. sq.	8	B. to K. B. 3.
9	Q. B. takes P.	9	B. takes P. (ch.)
10	P. to K. Kt. 3.	10	B. to K. Kt. 4.
11	Q. to Q. 2.	11	B. takes B.
12	Q. takes B.	12	Q to K. B. 3.
13	K. Kt. to K. 2.	13	Q. takes Q.
14	Kt. takes Q.		

White has the better game.

Compiler's Variation 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.

WHITE.	BLACK.
4 B. to Q. B. 4.	4 B. to K. Kt. 2.
5 Castles.	

If P. to Q. 4, or P. to Q. B. 3, be played by White at this juncture, Black should reply with P. to K. Kt. 5.

	5 P. to Q. 3.
6 P. to Q. B. 3.	6 P. to K. R. 3.

We prefer this to P. to Q. 4.

7 Q. to Q. Kt. 3.	7 Q. to K. 2.
8 P. to Q. 4.	8 Q. Kt. to Q. 2.
9 Kt. to Q. R. 3.	

And White will have a fine attack, which we in practice should consider equivalent in value to the Pawn sacrificed. This leads to a very interesting and enjoyable game, and we commend it to notice as an attack affording fine scope to the original player.

Compiler's Variation 2.

WHITE.	BLACK.
1 P. to K. 4.	1 P. to K. 4.
2 P. to K. B. 4.	2 P. takes P.
3 Kt. to K. B. 3.	3 P. to K. Kt. 4.
4 B. to Q. B. 4.	4 B. to K. Kt. 2.
5 Castles.	5 P. to K. R. 3.
6 P. to Q. 4.	6 Kt. to K. 2.
7 P. to Q. B. 3.	7 Kt. to K. Kt. 3.
8 Q. to Q. 3.	8 Castles.
9 P. to K. 5.	9 P. to Q. 4.

Threatening to take Kt. with Queen.

10 P. takes P.	10 Q. takes P.

And Black has a manifest advantage.

CUNNINGHAM GAMBIT.

The authorities generally concur in considering that this is not a trustworthy defence. Mr. Bird appears to have been the only modern player who has adopted it, and he still adheres to the opinion that it is perfectly safe.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	B. to K. 2.
4	B. to Q. B. 4.	4	B. to K. R. 5. (ch.)
5	K. to B. sq.	5	B. to K. B. 3.*
6	P. to K. 5.	6	B. to K. 2.
7	P. to Q. 4.	7	P. to Q. 4.
8	B. to K. 2.	8	P. to K. Kt. 4.
9	P. to K. R. 4.	9	P. to K. Kt. 5.
10	Kt. to K. R. 2.	10	P. to K. R. 4.
11	Q. B. takes P.	11	B. takes K. R. P.
12	P. to K. Kt. 3.	12	B. to K. Kt. 4.
12	Kt. takes P.		

* We much prefer P. to Q. 4, see compiler's analysis.

White considered better.

Two games are recorded by Staunton and Wormald between Wisker and Bird, and Macdonnell and Bird, both won by the latter conducting the defence. At move 5 in the first of these Black played P. to Q. 3, in the second P. to Q. 4, the latter we consider the best move, and we adduce a compiler's variation, (game 3), which appears to us to afford second player a good defence and an even game.

Second Form.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	B. to K. 2.
4	B. to Q. B. 4.	4	B. to K. R. 5. (ch.)
5	P. to K. Kt. 3.	5	P. takes P.
6	Castles.	4	P. takes P. (ch.)
7	K. to R. sq.	7	P. to Q. 4.
8	B. takes P.	8	Kt. to K. B. 3.
9	B. takes P. (ch.)	9	K. takes B.
10	Kt. takes B.	10	R. to K. B.
11	P. to Q. 4.	11	K. to Kt. sq.
12	Kt. to Q. B. 3.		

If White play B. to K. Kt. 5 Black takes K. P. with Kt., which results in a winning advantage for him.

Black for choice.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	B. to K. 2.

	WHITE.		BLACK.
4	B. to Q. B. 4.	4	B. to K. R. 5. (ch.)
5	P. to K. Kt. 3.	5	P. takes P.
6	Castles.	6	P. takes P. (ch.)
7	K. to R. sq.	7	P. to Q. 4.
8	B. takes P.	8	Kt. to K. B. 3.
9	B. takes B. P. (ch.)	9	K. takes B.
10	Kt. takes B.	10	R. to K. B.
11	P. to Q. 3.	11	K. to K. Kt. sq.

In the well-known game between Messrs. Morphy and Bird the latter played R. to K. sq., which is greatly inferior to the move in the text.

We prefer Black's game.

Variation 1 at Black's 7th Move.

	WHITE.		BLACK.
		7	B. to K. B. 3.*
8	P. to K. 5.	8	P. to Q. 4.
9	P. takes B.	9	Kt. takes P.
10	B. to Q. Kt. 3.	10	B. to K. 3.
11	P. to Q. 4.	11	Kt. to K. 5.
12	B. to K. B. 4.	12	P. to K. B. 4.
13	Q. Kt. to Q. 2.		

* Not good.

Weak variation for Black. White's game considered preferable.

Variation 2 at Black's 7th Move.

	WHITE.		BLACK.
		7	Kt. to K. R. 3.
8	P. to Q. 4.	8	P. to Q. 4.
9	B. takes Kt.	9	Q. P. takes K. B.
10	Kt. to K. 5.	10	P. takes B.
11	Kt. takes K. B. P.	11	Q. to K. 2.
12	Kt. takes R.	12	Q. takes P. (ch.)
13	K. takes P.	13	B. to K. Kt. 5.
14	Kt. to Q. B. 3.	14	Q. to K. 3.
15	Q. to Q. 2.	15	B. to K. Kt. 4.
16	Q. to K. B. 2.		

Very weak variation for Black. White has a superior position.

Variation 3 at Black's 7th Move.

	WHITE.		BLACK.
		7	B. to K. 2.
8	B takes P. (ch.)	8	K. to B. sq.
9	Kt. to K. 5.	9	Kt. to K. B. 3.
10	B. to Q. Kt. 3.	10	Q. to K. sq.
11	Kt. to B. 7.	11	R. to K. Kt. sq.
12	P. to K. 5.	12	P. to Q. 4.
13	P. takes Kt.	13	P. takes P.
14	B. takes Q. P.		

Exceedingly weak variation for Black. White the better game.

Compiler's Variation.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	B. to K. 2.
4	B. to Q. B. 4.	4	B. to K. R. 5. (ch.)
5	K. to B. sq.	5	P. to Q. 4.
6	B. takes P.	6	Kt. to K. B. 3.
7	Kt. to Q. B 3.	7	Kt. takes B.
8	Kt. takes Kt.	8	P. to K. B. 4.
9	P. to Q. 3.	9	P. takes P.
10	P. takes P.	10	Castles.

And Black has at least an even game.

Variation 1 at White's 9th Move.

	WHITE.		BLACK.
9	Kt. takes B.	9	Q. takes Kt.
10	Kt. takes B. P. (ch.)	10	K. to Q. sq.
11	Kt. takes R.	11	P. takes P.
12	Q. to K.	12	Q. to K. 2.
13	Q. to K. B. 2.	13	Kt. to Q. B. 3.
14	P. to K. R. 4.	14	R. to K. B. sq.
15	K. to K. Kt.		

White's Kt. cannot escape, and this coupled with Black's very superior position should secure him the victory.

VARIATION 2 AT WHITE'S 9TH NOVE.

	WHITE.		BLACK.
9	Kt. takes B. P.	9	P. takes P.
10	Kt. takes B.	10	Q. takes Kt.
11	P. to K. Kt. 3.	11	Q. to K. B. 3.
			B. to R. 6 (ch.) would be bad.
12	K. to Kt. 2.	12	Castles.

And the game appears even.

KING'S KNIGHT'S GAMBIT—P. TO K. R. 4 ATTACK.

1ST.—ALLGAIER'S MODE, Kt. TO Kt. 5 AT 5TH MOVE.

2D.—KIESERITZKY'S MODE, Kt. TO K. 5 AT 5TH MOVE.

This important opening in its two forms now to be examined, differs from the King's Knight's Ordinary Gambit, the Cunningham, the Salvio Cochrane, and the King's Bishop's Gambit in this respect, that first player at No. 4 moves P. to K. R. 4 instead of B. to Q. B. 4 or Castles. The first form to which Allgaier gave much attention involves the sacrifice of a piece at White's 6th move, although not theoretically or strictly sound, it yields an attack of a very brilliant kind, although of not so sound, lasting or enduring a character as that afforded by Kt. to K. 5, the move with which Kieseritzky's name is identified. Both however are remarkably fine debuts, producing quite early in the game very critical positions, requiring great nicety of calculation and powers of combination, hence the opening has always been in great favor with the finest players. Anderssen, Steinitz, Zukertort and Blackburne all evince great partiality for it, and during recent years Mr. Macdonnell has conducted the opening with remarkable skill and success. A good sample of his play will be found in illustrative game. Appendix.

The Allgaier form of attack proceeds as follows:

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	P. to K. R. 4.	P. to K. Kt. 5.
5	Kt. to K. Kt. 5.	P. to K. R. 3.
6	Kt. takes B. P.	

This sacrifice is compulsory.

		K. takes Kt.
7	B. to Q. B. 4. (ch.)	P. to Q. 4.
8	B. takes P. (ch.)	K. to Kt. 2.
9	P. to Q. 4.	Q. to K. B. 3.
10	Q. to Q. 3.	Kt. to K. 2.
11	Kt. to Q. B. 3.	Kt. to Q. B. 3.
12	P. to K. 5.	Q. to K. Kt. 3.
13	B. to K. 4.	B. to K. B. 4.

Black has the superiority.

Variation at Black's 8th Move.

	WHITE.	BLACK.
		K. to K. sq.
9	P. to Q. 4.	Kt. to K. 2.
10	Kt. to Q. B. 3.	B. to K. Kt. 2.
11	Q. B. takes P.	Q. Kt. to B. 3.
12	B. to K. 3.	Q. to Q. 3.

And Black has we consider a good defence. See variation in appendix.

KIESERITZKY GAMBIT.

Form 1.—B. to K. Kt. 2 Defence.

This is a very fine opening, abounding in interesting situations, and some of the most beautiful games on record have resulted from it. Until within the last few years the attack was frequently undertaken by the finest players. Both Anderssen and Harrwitz each won the only game played at it with Paul Morphy. We believe that it has long been considered the strongest of the King's Knight's

Gambits for the attacking player, how far this view may have become modified since the introduction of Paulsen's move for the defence of B. to K. Kt. 2, it is not easy to determine. There is little doubt, however, that this is the line of defence most favored by the authorities at the present time.

Form 1.—Paulsen's B. to K. Kt. 2 Defence.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	P. to K. R. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	B. to K. Kt. 2.
6	P. to Q. 4.	6	Kt. to K. B. 3.
7	Kt. to Q. B. 3.	7	P. to Q. 3.
8	Kt. to Q. 3.	8	Castles.
9	Q. B. takes P.	9	Kt. to Q. B. 3.
10	Kt. to B. 2.	10	Kt. to K. R. 4.
11	B. to K. Kt. 5.	11	P. to K. B. 3.
12	B. to K. 3.	12	Kt. to Kt. 6.
13	B. to Q. B. 4. (ch.)	13	K. to R. sq.
14	R. to K. R. 2.	14	P. to K. B. 4.

Black is considered to have an advantage in position.

Variation at White's 6th Move.

	WHITE.		BLACK.
6	Kt. takes Kt. P.	6	P. to Q. 4.
7	Kt. to K. B. 2.	7	Kt. to K. 2.
8	P. takes P.	8	Castles.
9	B. to K. 2.	9	Kt. to K. B. 4.
10	Castles.	10	Kt. to Kt. 6.
11	R. to K. sq.	11	B. to Q. 5.
12	P. to Q. B. 3.	12	B. takes Kt. (ch.)
13	K. takes B.	13	Q. takes R. P.

The position is still considered in Black's favor.

Variation at White's 7th Move.

	WHITE.		BLACK.
7	Q. B. takes P.	7	P. to Q. 3.
8	Kt. to Q. B. 4.	8	Kt. takes P.
9	B. to Q. 3.	9	Q. to K. 2.
10	Q. to K. 2.	10	P. to K. B. 4.
11	P. to Q. B. 3.	11	Q. Kt. to Q. 2.
12	Q. Kt. to Q. 2.	12	Q. Kt. to K. B. 3.
13	Castles Q. R.		

Black will be able to Castle and retain his Pawn.

Variation at White's 9th Move.

	WHITE.		BLACK.
9	Kt. takes B. P.	9	Kt. takes K. P.
10	Kt. takes Kt.	10	R. to K. sq.
11	B. to K. 2.	11	R. takes Kt.
12	P. to Q. B. 3.	12	Kt. to Q. 2.
13	Castles.		

White's position is preferable.

Form 2—Kt. to K. B. 3 Defence.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	P. to K. R. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	Kt. to K. B. 3.
6	B. to Q. B. 4.	6	P. to Q. 4.
7	P. takes P.	7	B. to Q. 3.
8	P. to Q. 4.	8	Kt. to K R. 4.
9	Kt. to Q. B. 3.	9	Q. to K. 2.
10	B. to Q. Kt. 5. (ch.)	10	P. to Q. B. 3.
11	P. takes P.	11	P. takes P.
12	Kt. to Q. 5.	12	Q. to K. 3.
13	Kt. to B. 7. (ch.)	13	B. takes Kt.
14	B. to Q. B. 4.	14	Q. to K. B. 4.

	WHITE.	BLACK.
15	B. takes B. P. (ch.)	Q. takes B.
16	Kt. takes Q.	K. takes Kt.

The Handbach considers the position in favor of Black, but Mr. Staunton thinks this is not proven.

At first impression we were disposed to prefer Black's game, upon a careful continuation, with the best moves on each side, White appears to have rather the advantage, his Q. P. and Q. B. P. seeming to turn the balance in his favor. See variation on Black's 15th move in appendix.

Variation at 9th Move.

No. 85 CHESS MASTERPIECES.

	Hirschfeld. WHITE.	Mayet. BLACK.
9	B. to Q. Kt. 5. (ch.)	K. to B. sq.
10	Kt. to Q. B. 3.	Kt. to Kt. 6.
11	R. to K. Kt. sq.	Q. takes R. P.
12	B. takes K. B. P.	Kt. to R. 4. (dis. ch.)
13	P. to K. Kt. 3.	Q. to R. 7.
14	B. to R. 6. (ch.)	

And White ultimately won the game, (36 moves).

GAME 2.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	P. to K. R. 4.	P. to K. Kt. 5.
5	Kt. to K. 5.	Kt. to K. B. 3.
6	B. to Q. B. 4.	P. to Q. 4.
7	P. takes P.	B. to Q. 3.
8	P. to Q. 4.	Kt. to K. R. 4.
9	Castles.	Q. takes R. P.
10	Q. to K. sq.	Q. takes Q.
11	R. takes Q.	Castles.
12	Kt. to Q. B. 3.	B. to K. B. 4.
13	P. to K. Kt. 3.	P. to K. B. 6.
14	B. to K. R. 6.	R. to K. sq.
15	Kt. takes P. at B. 6.	Kt. to Q. 2.
16	Kt. to K. R. 4.	Kt. takes P.

And Black has the advantage.

Variation at Move 9.

	WHITE.		BLACK.
9	B. to Q. Kt. 5. (ch.)	9	P. to Q. B. 3.
10	P. takes P.	10	P. takes P.
11	Kt. takes Q. B. P.	11	Kt. takes Kt.
12	B. takes Kt. (ch.)	12	K. to B. sq.
13	B. takes R.	13	Kt. to Kt. 6.
14	K. to B. 2.	14	Kt. takes R. (ch.)
15	Q. takes Kt.	15	P. to Kt. 6. (ch.)
16	K. to K. sq.	16	Q. to K. 2. (ch.)
17	K. to Q. sq.	17	B. to Kt. 5. (ch.)
18	B. to K. B. 3.	18	B. takes B. (ch.)
19	P. takes B.	19	R. to Kt. sq.

Black's game is much superior.

A beautiful specimen of this opening is afforded by the following game:

No. 21 CHESS MASTERPIECES.

	Mieses. WHITE.		Anderssen. BLACK.
9	B. to Q. Kt. 5. (ch.)	9	P. to Q. B. 3.
10	P. takes P.	10	P. takes P.
11	Kt. takes Q. B. P.	11	Kt. takes Kt.
12	B. takes Kt. (ch.)	12	K. to B. sq.
13	B. takes R.	13	Kt. to Kt. 6.
14	R. to K. R. 2.	14	B. to K. B. 4.
15	B. to Q. 5.	15	K. to K. Kt. 2.
16	Q. Kt. to B. 3.	16	R. to K. sq. (ch.)
17	K. to K. B. 2.	17	Qt to Q. Kt. 3.
18	Kt. to Q. R. 4.	18	Q. to Q. R. 3.
19	Kt. to Q. B. 3.	19	K. B. to K. 4.
20	P. to Q. R. 4.	20	Q. to K. B. 8. (ch.
21	Q. takes Q.	21	K. B. takes P. (ch.)
22	B. to K. 3.	22	R. takes B.

Black mates next move.

Another Memorable Example.

No. 118 CHESS MASTERPIECES.

	Harrwitz. WHITE.		Morphy. BLACK.
9	B. to Kt. 5. (ch.)	9	P. to Q. B. 3.
10	P. takes P.	10	Castles.*

*'Apparently a slip on the part of Morphy.

	Harrwitz. WHITE.	Morphy. BLACK.
11	P. takes P.	Q. B. takes P.
12	Q. takes Kt. P. (ch.)	K. Kt. to Kt. 2.
13	Q. B. takes P.	

And Harrwitz ultimately won, but not until 47 moves had been played. Morphy's conduct of this up-hill game may be classed among his finest efforts.

Form 3—R. to K. R. 2 Defence at 6th Move.

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	P. to K. R. 4.	P. to K. Kt. 5.
5	Kt. to K. 5.	P. to K. R. 4.
6	B. to Q. B. 4.	R. to K. R. 2.
7	P. to Q. 4.	P. to Q. 3.
8	Kt. to Q. 3.	P. to K. B. 6.
9	P. takes P.	B. to K. 2.
10	B. to K. 3.	B. takes P. (ch.)
11	K. to Q. 2.	P. takes P.
12	Q. takes P.	B. to K. Kt. 5.
13	Q. to K. B. 4.	Kt. to Q. 2.
14	Kt. to Q. B. 3	Kt. to Q. Kt. 3.
15	B. to Q. Kt. 3.	R. to Kt. 2.
16	P. to K. 5.	B. to Kt. 4.

It is thought there is little advantage on either side. With the most accurate play however, Black ought perhaps to maintain his K. R. P., and win in the end game.

Form 4—Kt. to K. R. 3 Defence at 6th Move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	P. to K. R. 4.	P. to K. Kt. 5.
5	Kt. to K. 5.	P. to K R 4.
6	B. to Q. B. 4.	Kt. to K. R. 3.
7	P. to Q. 4.	P. to Q. 3.
8	Kt. to Q. 3.	P. to K. B. 6.

	WHITE.		BLACK.
9	P. takes P.	9	B. to K. 2.
10	B. to K. 3.	10	B. takes P. (ch.)
11	K. to Q. 2.	11	P. takes P.
12	Q. takes P.	12	B. to K. Kt. 5.
13	Q. to K. B. sq.	13	B. to K. Kt. 4.
14	Kt. to K. B. 4.		

White is considered by the authorities to have the better position, but is this so? Continuing the variation we may play.

		14	Kt. to Q. B. 3.
15	Kt. to Q. B. 3.	15	Kt. to Q. R. 4.

The last move of Black is we think effective, and we should prefer his game.

Form 5—B. to K. 2 for Defence at 5th Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	P. to K. R. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	B. to K. 2.
6	B. to Q. B. 4.	6	B. takes P. (ch.)
7	K. to B. sq.	7	Kt. to K. R. 3.
8	Kt. takes Kt. P.	8	Kt. takes Kt.
9	Q. takes Kt.	9	B. to K. Kt. 4.
10	R. to K. R. 5.	10	P. to Q. 4.
11	Q. takes K. B.	11	Q. takes Q.
12	R. takes Q.	12	P. takes B.

White has the better game.

Form 6—Kt. to Q. B. 3 for Defence at 5th Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	P. to K. R. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	Kt. to Q. B. 3.
6	P. to Q. 4.	6	Q. to K. 2.
7	Kt. to Q. B. 3.	7	Kt. takes Kt.
8	Kt. to Q. 5.	8	Q. to Q. 3.

	WHITE.	BLACK.
9	P. takes Kt.	9 Q. takes P.
10	Q. B. takes P.	10 Q. takes K. P. (ch.)
11	Q. to K. 2.	11 Q. takes Q. (ch.)
12	B. takes Q.	

White has the advantage.

Variation at White's 6th Move.

	WHITE.	BLACK.
6	Kt. takes K. B. P.	6 K. takes Kt.
7	B. to Q. B. 4. (ch.)	7 P. to Q. 4.
8	B. takes P. (ch.)	8 K. to K. sq.
9	P. to Q. 3.	9 K. Kt. to K. 2.
10	B. takes Q. Kt. (ch.)	10 Kt. takes B.
11	Q. B. takes P.	

White has not sufficient attack to compensate for the piece.

Variation at White's 6th Nove.

	WHITE.	BLACK.
6	Kt. takes Kt.	6 Q. takes Kt. P. (ch.)
7	Q. to K. 2.	7 Q. takes Q. (ch.)
8	B. takes Q.	8 Q. P. takes Kt.
9	B. takes K. B. P.	

We prefer White's game.

In addition to the foregoing forms of defence, Black can play at 5th move Q. to K. 2, and as this move was successfully adopted by Rosenthal against Blackburne in the celebrated last game of the Vienna Tournament in 1873, more importance may probably be attached to it than has generally been supposed. Strange to say, Messrs. Staunton and Wormald's great and comprehensive work does not allude to it.

Illustrative Game.

No. 60 CHESS MASTERPICEES.

	Blackburne WHITE.	Rosentha BLACK.
1	P. to K. 4.	1 P. to K. 4.
2	P. to K. B. 4.	2 P. takes P.

	Blackburne. WHITE.		Rosenthal. BLACK.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	P. to K. R. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	Q. to K. 2.
6	Kt. takes K. Kt. P.*	6	P. to K. B. 4.
7	Kt. to K. B. 2.	7	P. takes P.
8	Kt. to Q. B. 3.	8	Kt. to K. B. 3.
9	Kt. to K. Kt. 4.	9	Kt. to K. R. 4.
10	Kt. to K. 3.	10	Kt. to K. Kt. 6.
11	Q. to K. Kt. 4.	11	Kt. takes R.
12	Q. takes B. P.	12	P. to Q. B. 3.
13	Kt. to K. B. 5.	13	Q. to K. 3.
14	B. to K. 2.	14	P. to Q. 4.
15	B. to K. Kt. 4.	15	Q. to K. B. 3.
16	P. to Q. 4.	16	B. takes Kt.
17	B. takes B.	17	B. to Q. 3.
18	Q. to K. Kt. 4.	18	R. to K. B.
19	Q. to K. R. 5. (ch.)	19	Q. to K. B. 2.
20	B. to K. Kt. 4.	20	Q. takes Q.

* P. to Q 4 we believe is best here.
And Rosenthal won in a few more moves.

THE MUZIO GAMBIT.

One of the most beautiful openings, it involves the sacrifice of the King's Knight, but is generally believed, if not conclusively proved, to be disadvantageous to the attacking player. The attack however is very formidable, and requires great care in answering.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B. 4.	4	P. to K. Kt. 5.
5	Castles.	5	P. takes Kt.
6	Q. takes P.	6	Q. to K. B. 3.
7	P. to K. 5.	7	Q. takes P.
8	P. to Q. 3.	8	B. to K. R. 3.
9	B. to Q. 2.	9	Kt. to K. 2.
10	Kt. to Q. B. 3.	10	Kt. to Q. B. 3.
11	Q. R. to K. sq.	11	Q. to K. B. 4.

The best move, in fact the key move for the defence.

	WHITE.		BLACK.
12	R. to K. 4.	12	Kt. to K. 4.
13	Q. to K. 2.	13	P. to Q. 3.
14	Q. B. takes P.	14	B. takes B.
15	K. R. takes B.	15	Q. to K. Kt. 4.
16	P. to K. R. 4.	16	Q. to Kt. 2.
17	R. takes B. P.	17	Kt. takes R.
18	R. takes Kt. (ch.)	18	K. to Q. sq.
19	B. takes Kt.	19	B. to Q. 2.
20	Kt. to Q. 5.	20	Q. to Q. 5. (ch.)
21	K. to B. sq.	21	Q. takes K. R. P.
22	R. takes B. (ch.)	22	K. takes R.
23	Q. to K. 6. (ch.)	23	K. to Q. sq.
24	Kt. to K. B. 6.	24	Q. to Q. R. 5.
25	Kt. to Q. 5.	25	Q. to K. R. 5.

Dismissed as drawn, but White apparently can win. See appendix.

Variation at White's 12th Move.

	WHITE.		BLACK.
12	Kt. to Q. 5.	12	K. to Q. sq.
13	B. to Q. B. 3.	13	R. to K. sq.
14	Kt. to B. 6.	14	R. to K. B. sq.
15	P. to K. Kt. 4.	15	Q. to K. Kt. 3.
16	P. to K. R. 4.	16	P. to Q. 4.
17	B. takes P.	17	Q. B. takes P.
18	Q. takes B.	18	Q. takes Q.
19	Kt. takes Q.	19	R. to K. Kt. sq.
20	B. to K. B. 3.	20	P. to K. B. 4.
21	B. to B. 6.	21	K. to Q. 2.
22	P. to Q. 4.	22	P. takes Kt.

Considered that Black should win.

Variation at White's 5th Move.

	WHITE.		BLACK.
5	P. to Q. 4.	5	P. to Q. 4.
6	B. takes Q. P.	6	P. to Q. B. 3.
7	B. to Q. Kt. 3.	7	P. takes Kt.
8	Q. takes P.	8	Q. takes P.
9	Q. B. takes P.	9	Kt. to K. B. 3.
10	Kt. to Q. 2.	10	B. to K. Kt. 5.
11	Q. to K. Kt. 3	11	Kt. takes P.

	WHITE.		BLACK.
12	Kt. takes Kt.	12	Q. takes Kt. (ch.)
13	K. to Q. 2.		

White is considered to have the better game.

Variation at Black's 11th Move.

	WHITE.		BLACK.
		11	Q. to Q. B. 4. (ch.)
12	K. to R. sq.	12	Kt. to Q. 5.
13	R. takes Kt. (ch.)	13	K. takes R.
14	Kt. to Q. 5. (ch.)	14	K. to Q. sq.
15	Q. to K. R. 5.	15	Q. to K. B. sq.
16	Q. to K. R. 4. (ch.)	16	P. to K. B. 3.

Considered that White should win.

17	Q. B. takes P.	17	B. takes B.
18	R. takes B.	18	Kt. to Q. B. 3.
19	R. takes K. B. P.	19	Q. to K. sq.
20	R. to K. B. 8. (dis. ch.)	20	Kt. to K. 2.
21	Q. takes Kt. mate.		

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B. 4.	4	P. to K. Kt. 5.
5	Castles.	5	P. takes Kt.
6	Q. takes P.	6	Q. to K. 2.
7	Q. takes P.	7	Kt. to Q. B. 3.
8	B. takes P. (ch.)	8	K. to Q. sq.
9	Kt. to Q. B. 3.	9	Q. to K. 4.
10	Q. takes Q.	10	Kt. takes Q.
11	P. to Q. 4.	11	Kt. takes B.
12	R. takes Kt.		

White is considered to have equivalent for his lost piece.

Variation at Black's 6th Move.

	WHITE.		BLACK.
		6	B. to K. R. 3.
7	P. to Q. 4.	7	Q. to K. B. 3.

	WHITE.		BLACK.
8	P. to K. 5.	8	Q. to K. B. 4.
9	Kt. to Q. B. 3.	9	Kt. to Q. B. 3.
10	Kt. to K. 2.	10	K. Kt. to K. 2.
11	B. to Q. 3.	11	Q. to K. 3.
12	P. to Q. B. 3.	12	Kt. to K. Kt. 3.
13	Q. to K. R. 5.	13	B. to K. Kt. 2.
14	Q. B. takes P.	14	Castles.
15	Kt. to K. Kt. 3.	15	Q. Kt. to K. 2.
16	Kt. to K. 4.	16	P. to K. B. 3.
17	P. takes P.	17	B. takes P.
18	B. to K. 5.		

White's game is considered decidedly superior

Variation at Black's 6th Move.

	WHITE.		BLACK.
		6	Kt. to Q. B. 3.
7	Q. takes P.	7	P. to K. B. 3.
8	Kt. to Q. B. 3.	8	Q. to K. 2.
9	B. takes K. Kt.	9	R. takes B.
10	Kt. to Q. 5.	10	Q. to Q. B. 4. (ch.)
11	K. to R. sq.	11	B. to Q. 3.
12	Q to K. R. 4.		

White is considered to have a fine position.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B. 4.	4	P. to K. Kt. 5.
5	Castles.	5	P. takes Kt.
6	Q. takes P.	6	Q. to K. B. 3.
7	P. to K. 5.	7	Q. takes P.
8	P. to Q. 3.	8	B. to K. R. 3.
9	B. to Q. 2.	9	Kt. to K. 2.
10	Kt. to Q. B. 3.	10	P. to Q. B. 3.
11	Q. R. to K. sq.		

More forcible than Kt. to K. 4, a once favorite move.

	WHITE.	BLACK.
11		Q. to Q. B. 4. (ch.)
12	K. to R. sq.	P. to Q. 4.
13	Q. to K. R. 5.	Q. to Q. 3.
14	B. takes Q. P.	P. takes B.
15	Kt. takes P.	Q. Kt. to Q. B. 3.
16	B. to Q. B. 3.	B. to Q. 2.
17	B. takes R.	Castles.
18	Kt. takes Kt. (ch.)	Kt. takes Kt.
19	Q. takes B. P.	R. takes B.
20	R. takes Kt.	B. to Q. B. 3.
21	Q. to K. 6. (ch.)	Q. takes Q.
22	R. takes Q.	B. to K. Kt. 4.
23	P. to K. R. 4.	B. takes R. P.
24	R. takes P.	B. to K. Kt. 6.
25	R. to K. Kt. 4.	B. to Q. 2.
26	R. to Q. B. 4. (ch.)	K. to Q. sq.
27	R. to K. 3.	R. to K. Kt. sq.
28	P. to Q. 4.	

Considered doubtful which has the advantage.

No better illustrative game can be adduced than the following between Messrs. Kolisch and Paulsen. It is doubtful whether the moves on either side could be improved upon, and the contest appears to strengthen the conclusion that against accurate play the Muzio Gambit attack should fail.

No. 92 CHESS MASTERPIECES.

	KOLISCH. WHITE.	PAULSEN. BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	B. to Q. B. 4.	P. to K. Kt. 5.
5	Castles.	P. takes Kt.
6	Q. takes P.	Q. to K. B. 3.
7	P. to K. 5.	Q. takes P.
8	P. to Q. 3.	B. to K. R. 3.
9	B. to Q. 2.	Kt. to K. 2.
10	Kt. to Q. B. 3.	Q. Kt. to B. 3.
11	Q. R. to K. sq.	Q. to K. B. 4.
12	Kt. to Q. 5.	K. to Q. sq.
13	B. to Q. B. 3.	R. to K. Kt. sq.
14	B. to K. B. 6.	B. to K. Kt. 4.
15	R. takes Kt.	B. takes B.

	Kolisch. WHITE.	Paulsen. BLACK.
16	R. to K. 4.	B. to K. Kt. 4.
17	P. to K. Kt. 4.	Q. to K. Kt. 3.
18	P. to K. R. 4.	B. takes P.
19	Q. takes B. P.	P. to Q. 3.
20	Q. takes K. B. P.	Q. takes Q.
21	R. takes Q.	Kt. to K. 4.
22	R. takes K. R. P.	Kt. takes B.
23	Q. R. takes Kt.	P. to Q. B. 3.
24	Kt. to Q. B. 7.	R. to Q. Kt. sq.
25	Q. R. to K. B. 4.	B. to K. 2.
26	Q. R. to B. 7.	K. takes Kt.
27	Q. R. takes B. (ch.)	K. to Kt. 3.
28	K. R. to Kt. 7.	R. takes R.
29	R. takes R.	B. to K. 3.
30	R. to K. Kt. 6.	B. takes Q. R. P.
31	R. takes Q. P.	R. to K. Kt. sq.
32	K. to B. 2.	R. takes P.

White resigned.

SALVIO COCHRANE GAMBIT.

The question as to the soundness or otherwise of this opening is of considerable importance, because the second player whenever the ordinary form of the King's Knight's Gambit is played upon him, can by advancing P. to K. Kt. 5, compel his adversary to adopt it or the Muzio Gambit. The latter opening, although affording a splendid attack, is admittedly unsafe, and if as we believe the Salvio Cochrane Gambit is also disadvantageous to the attacking player, it follows that the King's Knight's Gambit cannot be prudently risked at all. The first player may however by playing P. to K. R. 4 for his fourth move resolve the opening into the Allgaier or Kiesertzky Gambit, the latter being an attack which many eminent players still consider can be safely ventured.

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	B. to Q. B 4.	P. to K. Kt. 5.

Here if White leaves his Knight to be captured, the debut resolves itself into the Muzio Gambit.

	WHITE.		BLACK.
5	Kt. to K. 5.	5	Q. to K. R. 5. (ch.)
6	K. to B. sq.	6	Kt. to K. R. 3.

This move has always appeared to us unnecessarily defensive. We therefore in succeeding games propose to try Kt. to K. B. 3 as suggested by Salvio, and P. to K. B. 6, Mr. Cochrane's move. Kt. to Q. B. 3 also leads to a very critical game.

NOTE.—Mr. Geo. Walker in his 1846 edition of the Art of Chess Play, remarks: "The fine game certainly acquired by Black through moving K. Kt. to R. 3, furnishes additional proof that when at move 4 Black attacks Kt. with P, your best resource is to adopt the Muzio Gambit." Mr. Walker however gives for White's 8th move P. takes P., which is undoubtedly inferior to either B. to K. B. 4, approved by Jaenisch and Zukertort, or Q. to K. sq., to which we venture to give the preference.

	WHITE.		BLACK,
7	P. to Q. 4.	7	P. to K. B. 6. best.
8	B. to K. B. 4.	8	P. takes P. (ch.)*
9	K. takes P.	9	P. to Q. 3.
10	B. takes Kt.	10	B. takes B.
11	Kt. to Q. 3.	11	Q. to R. 6. (ch.)
12	K. to B. 2 or Kt. sq.	12	B. to K. 6. (ch.) &c.

* Why this exchange? Kt. to Q. 3 we should prefer, White's B. is surely more useful than the Black Kt. at R. 3.

SUBSTITUTED VARIATION.

	WHITE.		BLACK.
10	Kt. to Q. 3.	10	B. to Kt. 2.
11	Kt. to B. 2.		

And White has a good game.

VARIATION 1 AT BLACK'S 7TH MOVE.

FAVORED BY STEINITZ.

	WHITE.		BLACK.
7	P. to Q. 4.	7	P. to Q. 3.
8	Kt. to Q. 3.	8	P. to K. B. 6
9	P. to K. Kt. 3.	9	Q. to K. 2.

10	K. Kt. to K. B. 2.*	10	Q. B. to K. 3.
11	Q. Kt. to Q. R. 3.	11	Q. B. takes K. B.(ch)†
12	Q. Kt. takes Q. B.	12	Q. to K. 3.

*Although this move was adopted by Steinitz in one of the games of his match with Anderssen, it appears to us weak, we prefer K. to B. 2, followed by Kt. to Q. B. 3.

† At this point P. to K. B. 4 appears to us an excellent move for Black. White will scarcely have time then to adopt the excellent line of play contemplated by Steinitz, viz.: P. to K. R. 3, with the view of breaking up Black's Pawns, an excellent illustration of this line of play occurred in a game between Messrs. Macdonnell and Bird, recorded in "Land and Water," but which has not found its way into any of the books.

Variation 2 at Black's 7th Move.

ALSO FAVORED BY STEINITZ.

Moves 1 *to* 6 *as before.*

	WHITE.		BLACK.
7	P. to Q. 4.	7	P. to K. B. 6.
8	Kt. to Q. B. 3.	8	P. takes P. (ch.)
9	K. takes P.	9	Q. to R. 6. (ch.)
10	K. to Kt. sq.	10	P. to Kt. 6.
11	B. to K. B. sq.	11	P. takes P. (ch.)
12	R. takes P.	12	R. to Kt. sq. (ch.)
13	R. to Kt. 2.		

With the better game, but if Black at his 8th move before taking the P. checking, plays P. to Q. 3, if we mistake not, he gets a manifest advantage in position, for if White retires his Kt. to Q. 3 he cannot then get his B. back to the rescue; if on the other hand, White at his 8th move takes K. Kt., Black retakes with B., leaving White's K. Kt. still attacked; if he takes B. P. with Kt, Black can reply with R. to K. B., if B. takes P. (ch.), then K. to Q. sq. and White we think should lose in either case.

Variation 3 at White's 8th Move.

	WHITE.		BLACK.
8	Q. to K. sq.	8	Q. takes Q. (ch.)
9	K. takes Q.	9	P. takes Kt. P.
10	R. to K. Kt.	10	P. to Q. 3.
11	Kt. to Q. 3.	11	B. to Kt. 2.
12	P. to Q. B. 3.	12	Kt. to Q. B. 3.
13	Kt. to K. B. 4.		

And we like White's game as well as Black's.

OR,

	WHITE.		BLACK.
11	B. takes Kt.	11	P. takes Kt.
12	B. takes B.	12	K. takes B.
13	P. to Q. 5.		

And White has we think as good a game as Black.

Variation 4 at White's 8th Move.

	WHITE.		BLACK.
8	P. to K. Kt. 3.	8	Q. to R. 6. (ch.
9	K. to B. 2.	9	Q. to Kt. 7 (ch.)
10	K. to K. 3.	10	P. to K. B. 4.
11	Kt. to Q. 3.	11	P. takes P.

This appears a tempting line of play for Black. Kt. to K. B. 3. as shown in next variation is better for him.

12	Kt. to B. 4.	12	Kt. to B. 4. (ch.)
13	K. takes P.	13	P. to Q. 4. (ch.)
14	B. takes P.	14	Kt. to Q. 3. (ch.)
15	K. to Q. 3.	15	B. to B. 4. (ch.)
16	K. to B. 3.	16	Kt. to Kt. 4, (ch.)
17	K. to B. 4.		

If K. to Kt 3. then Black takes B. P. (ch.)

		17	Q. takes B. P. (ch.)
18	Q. takes Q.	18	B. takes Q.
19	K. takes Kt.	19	P. to B. 3. (ch.)
20	K. to B. 4.	20	P. takes B. (ch.)
21	Kt. takes P.		

And White should win.

Variation 5 at Black's 11th Move.

	WHITE.		BLACK.
		11	Kt. to K. B. 2.
12	Kt. to K. B. 4.	12	B. to K. R. 3.
13	P. to K. 5.	13	P. to Q. 3.
14	B. takes Kt. (ch.)	14	K. takes B.
15	K. to Q. 3.	15	B. takes Kt.
16	B. takes B.	16	P. takes P.
17	B. takes P.	17	R. to Q. sq.

Black's next move of Kt. to Q. B. 3 will give him an advantage.

GAME 2.

We have remarked that Kt. to K. R. 3 at Black's 6th move appears unnecessarily defensive, and in practice the move does not appear successful. We now try Kt. to K. B. 3 which appears to us preferable.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	Q. to K. R. 5. (ch.)
6	K. to B. sq.	6	Kt. to K. B. 3.
7	Q. to K. sq.*	7	Q. takes Q. (ch.)
8	K. takes Q.	8	P. to Q. 3.
9	Kt. takes B. P.	9	P. to Q. 4.
10	B. takes P.	10	Kt. takes B.
11	Kt. takes R.	11	Kt. to K. B. 3.
12	P. to Q. 3.	12	B. to K. Kt. 2.
13	B. takes P.	13	B. takes Kt.
14	P. to Q. B. 3.	14	P. to Q. B. 3.
15	Kt. to Q. 2.		

*The only satisfactory move for White, if Kt. takes K. B. P. then Black by *Pawn* to ~~King~~ 4 wins two pieces for a Rook.

Considered an even game.

Variation at Black's 8th Move.

	WHITE.		BLACK.
		8	Kt. takes P.
9	B. takes P. (ch.)	9	K. to K. 2.
10	B. to Kt. 3.*	10	B. to K. Kt. 2.

Kt. to K. B. 3. is given by eminent authorities.

11	Kt. takes Kt. P.	11	P. to Q. 3.
12	Kt. to B. 2.	12	Kt. takes Kt.
13	K. takes Kt.		

*Mr. Staunton advocates B. to K. R. 5 at this point, and Mr. Gossip in his book endorses that opinion, we differ however. Their variation proceeds thus:

Variation at Black's 10th Move.

WHITE.		BLACK.
	10	Kt. to K. B. 3.

This move is given for Black by eminent authorities, we much prefer B. to K. Kt. 2 given above, or Kt. to Q. B. 4 would be believe give Black at least an even game.

	WHITE.		BLACK.
11	P. to Q. 4.	11	P. to Q. 3.
12	Kt. to Q. 3.	12	P. to B. 6.
13	P. takes P.	13	P. takes P.
14	K. to B. 2.		

And White has the better game, owing to the inferior play of Black.

Variation at White's 10th Move.

	WHITE.		BLACK.
		8	Kt. takes P.
9	B. takes P. (ch.)	9	K. to K. 2.
10	B. to K. R. 5.	10	P. to K. Kt. 6.

This 10th move of Black is so obviously weak that it is useless to pursue the variation which extends to 19 moves, it results in a Pawn more and a better position for White.

11 P. to K. R. 3.

The correct move, it is clear that both Black's advanced Pawns must fall.

Substituted Variation at Black's 10th Move.

	WHITE.		BLACK.
10	B. to K. R. 5.	10	B. to K. Kt. 2.
11	Kt. takes Kt. P.		

He appears to have nothing better.

		11	Kt. to Q. B. 3.
12	P. to Q. 3.	12	Kt. to K. B. 3.
13	Kt. takes Kt.	13	B. takes Kt.
14	P. to Q. B. 3.	14	Kt. to K. 4.
15	B. to K. 2.	15	P. to B. 6.
16	P. takes P.	16	R. to K. Kt.

Black's position with command of the open file for his Rook appears to us to be an equivalent for White's extra Pawn.

Variation at White's 7th Move.

	WHITE.		BLACK.
7	Kt. to Q. B. 3.	7	Kt. to Q. B. 3.
8	P. to Q. 4.	8	Kt. takes Kt.
9	P. takes Kt.	9	Kt. to K. R. 4.

	WHITE.	BLACK.
10	Q. to Q. 5.	Kt. to Kt. 6. (ch.)
11	K. to Kt. sq.	Kt. takes R.
12	Q. takes B. P. (ch.)	K. to Q. sq.
13	Q. B. takes P.	B. to Q. B. 4. (ch.)
14	K. takes Kt.	R. to K. B. sq.
15	B. to K. Kt. 3.	Q. to K. R. 3.
16	Q. to Q. 5.	

Considered an even game, but for a long hard contest we should prefer Black.

GAME 3.

We now come to Mr. Cochrane's move of P. to K. B. 6. All the variations submitted give Black an advantage, the replies given are: P. to Q. 4, B. takes B. P. (ch.), Kt. takes B. P., P. to K. Kt. 3, and P. takes P. The important move of Q. to K. sq. in this, as well as Kt. to K. B. 3 variation, appears however to have received but little attention

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	B. to Q. B. 4.	P. to K. Kt. 5.
5	Kt. to K. 5.	Q. to K. R. 5. (ch.)
6	K. to B. sq.	P. to K. B. 6.
7	P. to Q. 4.	P. takes P. (ch.)*

* We doubt whether this move is best.

8	K. takes P.	Q. to K. R. 6. (ch.)
9	K. to Kt. sq.	Kt. to K. R. 3.
10	Q. to Q. 3.	Q. takes Q.
11	P. takes Q.	P. to Q. 3.
12	B. takes Kt.	B. takes B.
13	Kt. takes K. B. P.	B. to K. 6. (ch.)
14	K. to Kt. 2.	R. to K. B. sq.
15	R. to K. B. sq.	B. takes Q. P.

Black is considered to have the advantage.

VARIATION 1 AT WHITE'S 7TH MOVE.

	WHITE.	BLACK.
7	B. takes B. P. (ch.)*	K. to K. 2.

	WHITE.		BLACK.
8	P. takes P.	8	P. to Q. 3.
9	B. takes Kt.	9	P. takes Kt.
10	B. to Q. B. 4.	10	P. takes P.
11	Q. takes P.	11	B. to K. R. 6. (ch.)

* The capture of this Pawn now by B. is bad. Kt. takes P. would be even more disastrous.

Black considered to have an evident superiority.

Strange as it may appear the analysists overlook the fact that White must lose his Q. or be mated in 3 moves thus:

WHITE.	BLACK.
K. to Kt. sq.	R. to Kt. sq. (ch.)
B. takes R.	Q. to K. 8. (ch.)
Q. to K. B. sq.	Q. takes Q. mate.

Variation 2 at White's 7th Move.

	WHITE.		BLACK.
7	P. to K. Kt. 3.	7	Q. to K. R. 6. (ch.)
8	K. to B. 2.	8	Kt. to K. B. 3.
9	P. to Q. 3.	9	P. to Q. 3.
10	Kt. takes B. P.	10	P. to Q. 4.
11	Kt. takes R.	11	Q. to Kt. 7. (ch.)
12	K. to K. 3	12	Kt. to Q. B. 3.*
13	Kt. to K. B. 7.	13	K. takes Kt.
14	B. takes P. (ch.)	14	Kt. takes B. (ch.)
15	P. takes Kt.	15	B. to K. R. 3. (ch.)
16	K. to K. 4.	16	P. to B. 7. (dis. ch.)
			And mates next move.

* If B. to R. 3 (ch.) at Black's 12th move, White Kt. moves to Q. 4, and gets to Kt. 3 in safety.

Variation 3 at White's 5th Move.

	WHITE.		BLACK.
7	P. takes P.	7	Kt. to K. B. 3.
8	Q. to K. 2.	8	P. to Q. 3.
9	Kt. takes B. P.	9	P. takes P.
10	Q. to K. B. 2.	10	B. to R. 6. (ch.)
11	K. to K. sq.	11	Q. takes P. (ch).
12	K. to Q. sq.	12	Q. takes B.

Black it is considered must win.

Compiler's Variation 1.

Q. to K. sq. for White's 7th move in reply to P. to K. B. 6, Mr. Cochrane's move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	B. to Q. B. 4.	P. to K. Kt. 5.
5	Kt. to K. 5.	Q. to K. R. 5. (ch.)
6	K. to B. sq.	P. to K. B. 6.
7	Q. to K. sq.	P. takes P. (ch.)
8	K. takes P.	Q. to K. 6. (ch.)
9	K. to B. 2.	B. to B. 4. (ch.)
10	K. to K. 2.	Kt. to K. R. 3.
11	P. to Q. 3.	P. to Q. 3.
12	B. takes Kt.	P. takes Kt.
13	B. to K. Kt. 7.	R. to Kt. sq.
14	B. takes P.	Q. to K. 6. (ch.)
15	K. to Q. sq.	

White for choice, as he will have the better position whether Black change Queens or not.

Compiler's Variation 2.

Kt. to Q. B. 3* at move 6 for Defence.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	B. to Q. B. 4.	P. to K. Kt. 5.
5	Kt. to K. 5.	Q. to K. R. 5. (ch.)
6	K. to B. sq.	Kt. to Q. B. 3.

This move which does not appear to have been suggested by the authorities, is we consider worthy of notice.

7	Q. takes Kt. P.	Q. takes Q.
8	Kt. takes Q.	P. to Q. 4.
9	P. takes P.	Kt. to Q. 5.

Black gains the exchange and should win.

Compiler's Variation 3.

Kt. to Q. B. 3 move 6 for Defence.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	Q. to K. R. 5. (ch.)
6	K. to B. sq.	6	Kt. to Q. B. 3.
7	Kt. takes B. P.	7	P. to K. B. 6.
8	P. to Q. 4.*	8	Kt. to Q. R. 4.
9	Q. to Q. 3.	9	P. takes P. (ch.)
10	K. takes P.	10	Q. to R. 6. (ch.)
11	K. to Kt. sq.	11	Q. takes Q.
12	P. takes Q.	12	Kt. takes B.
13	Kt. takes R.	13	Kt. to Kt. 3.

Black should win.

* If Kt. takes R., Black wins easily by P. takes P. ch., and Q. to R. 6 ch

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Variation at White's 9th Move.

	WHITE.		BLACK.
9	B. to Q. 5.	9	P. to Q. B. 3.
10	Kt. takes R.	10	P. takes B.
11	P. takes P.	11	B. to K. Kt. 2.

And Black should win.

Variation at White's 9th Move.

	WHITE.		BLACK.
9	Kt. to K. 5.	9	Kt. takes B.
10	Kt. takes Kt.	10	P. takes P. (ch.)
11	K. takes P.	11	Q. to R. 6. (ch.)
12	K. to Kt. sq.	12	Kt. to K. B. 3.
13	Q. to Q. 3.		

And White has rather the better game.

The following remarkably interesting game is a highly instructive example of this opening.

No. 78 CHESS MASTERPIECES.

	Hanstein. WHITE.	Der Lasa. BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P. to K. Kt. 4.
4	K. B. to Q. B. 4.	P. to K. Kt. 5.
5	K. Kt. to K. 5.	Q. to K. R. 5. (ch.)
6	K. to K. B. sq.	P. to K. B. 6.
7	P. to Q. 4.	K. Kt. to R. 3.
8	P. to K. Kt. 3.	Q. to K. R. 6. (ch.)
9	K. to K. B. 2.	Q. to K. Kt. 7. (ch.)
10	K. to K. 3.	P. to K. B. 3.*
11	K. Kt. to Q. 3.	K. Kt. to K. B. 2.
12	K. Kt. to K. B. 4.	K. B. to K. R. 3.
13	K. to Q. 3.	B. takes K. Kt.
14	Q. B. takes B.	P. to Q. B. 3.
15	Q. Kt. to Q. B. 3.	P. to Q. Kt. 4.
16	K. B. takes Kt. (ch.)	K. takes B.
17	B. to Q. 6.	Kt. to Q. R. 3.
18	P. to K. R. 4.	P. to Q. Kt. 5.
19	K. R. to K. Kt. sq.	Q. to K. B. 7.
20	K. R. to K. B. sq.	Kt. to Q. B. 4 (ch.)
21	K. to Q. B. 4.	B. to Q. R. 3. (ch.)
22	K. takes Q. Kt. P.	B. takes R.
23	K. takes Kt.	B. to Q. R. 3.
24	Q. to Q. B. sq.	P. to K. R. 4.
25	P. to K. 5.	Q. R. to K. sq.
26	Q. to K. B. 4.	Q. R. to K. 3.
27	R. to Q. B. sq.	K. R. to K. sq.
28	P. to Q. Kt. 3.	Q. R. takes K. P. (ch.)
29	B. takes R.	R. takes B. (ch.)
30	K. to Q. 6.	R. to K. 2.
31	P. to Q. 5.	Q. to Q. Kt. 3.
	Resigns.	

*P. to K. B. 4 is preferable.

KING'S GAMBIT REFUSED.

B. to Q. B. 4 Reply.

In the opinion of many of the frequenters of the world-renowned London Chess quarters, Simpson's Divan, some of the games played there between Messrs. Bird and Boden at this opening may be classed among the most interesting as well as best contested of late years. It is to be regretted

that none of them have been preserved, as there are no very good examples of this opening on record.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	B. to Q. B. 4.
3	Kt. to K. B. 3.	3	P. to Q. 3.
4	P. to Q. B. 3.	4	B. to K. Kt. 5.
5	B. to K. 2.	5	B. takes Kt.
6	B. takes B.	6	Kt. to Q. B. 3.
7	P. to Q. Kt. 4.	7	B. to Q. Kt. 3.
8	P. to Q. Kt. 5.	8	Q. Kt. to K. 2.
9	P. to Q. 4.	9	P. takes Q. P.
10	P. takes P.	10	P. to Q. R. 3.
11	P. takes P.	11	R. takes P.
12	B. to K. 2.	12	R. to Q. R. 2.

And White is considered to have a more free position.

Variation 1 at Black's 3d Move.

	WHITE.		BLACK.
		3	P. to Q. 4.
4	K. P. takes P.	4	P. to K. 5.
5	P. to Q. 4.	5	P. takes Kt.
6	P. takes B.	6	Q. to K. 2. (ch.)
7	K. to B. 2.	7	P. takes P.
8	B. to Q. Kt. 5. (ch.)	8	K. to B. sq.
9	K. takes P.	9	Q. takes P.
10	Kt. to Q. B. 3.	10	Kt. to K. B. 3.
11	R. to K. sq.	11	B. to K. B. 4.

The game is considered about equal.

Variation 2 at Black's 3d Move.

	WHITE.		BLACK.
		3	Kt. to Q. B. 3.
4	P. takes P.	4	Kt. takes P.
5	Kt. takes Kt.	5	Q. to K. R. 5. (ch.)
6	P. to K. Kt. 3.	6	Q. takes K. P. (ch.)
7	Q. to K. 2.	7	Q. takes R.
8	P. to Q. 4.	8	B. to K. 2.
9	Kt. to K. B. 3.	9	P. to Q. 3.

	WHITE.		BLACK.
10	B. to K. 3.	10	B. to K. Kt. 5.
11	Q. Kt. to Q. 2.		

White has the better game.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	B. to Q. B. 4.
3	Kt. to K. B. 3.	3	P. to Q. 3.
4	B. to Q. B. 4.	4	Kt. to K. B. 3.
5	Q. to K. 2.	5	Castles.
6	P. to Q. B. 3.	6	B. to K. Kt. 5.
7	P. to Q. 3.	7	Kt. to Q. B. 3.*
8	P. to Q. Kt. 4.	8	B. to Q. Kt. 3.
9	P. to Q. R. 4.	9	P. to Q. R. 3.
10	P. to K. B. 5.	10	P. to Q. 4.
11	B. to Kt. 3.	11	P. takes K. P.
12	P. takes P.	12	P. to K. R. 3.
13	Kt. to Q. R. 3.	13	Q. to K. 2.
14	Kt. to Q. B. 4.	14	B. to R. 2.
15	P. to K. R. 3.	15	B. takes Kt.
16	Q. takes B.		

* Mr. Boden occasionally plays Q. Kt. to Q. 2.
White's position has more freedom.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	B. to Q. B. 4.
3	Kt. to K. B. 3.	3	P. to Q. 3.
4	P. to Q. B. 3.	4	B. to K. Kt. 5.
5	P. to Q. 4.	5	P. takes P.
6	P. takes P.	6	B. takes Kt.
7	P. takes B.	7	Q. to R. 5. (ch.)
8	K. to K. 2.	8	B. to Q. Kt. 3.
9	B. to K. 3.	9	Kt. to K. B. 3.
10	Kt. to Q. B. 3.	10	Kt. to K. R. 4.
11	R. to K. Kt.	11	Q. takes R. P. (ch.)
12	R. to Kt. 2.	12	Kt. takes B. P. (ch.)
13	B. takes Kt.	13	Q. takes B.
14	R. takes K. Kt. P.	14	Q. to K. B. 3.

	WHITE.		BLACK.
15	R. to K. Kt. 4.	15	Q. takes Q. P.
16	Q. takes Q.	16	B. takes Q.

Black wins.

Variation at White's 10th Move.

	WHITE.		BLACK.
10	Q. to K. sq.	10	Q. to K. R. 4.
11	Kt. to Q. B. 3.	11	Kt. to Q. B. 3.
12	R. to Q. sq.		

We rather prefer White's game, but many may differ from us.

King's Gambit Refused by P. to Q. 4.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. to Q. 4.
3	P. takes Q. P.	3	P. to K. 5.
4	B. to Q. Kt. 5. (ch.)	4	P. to Q. B. 3.
5	P. takes P.	5	P. takes P.
6	B. to Q. B. 4.	6	Kt. to K. B. 3.
7	P. to Q. 4.	7	Q. Kt. to Q. 2.
8	Kt. to K. 2.	8	Kt. to Q. Kt. 3.
9	B. to Q. Kt. 3.	9	B. to Q. R. 3.
10	Kt. to Q. B. 3.	10	B. to Q. Kt. 5.
11	Castles.	11	B. takes Q. Kt.
12	P. takes B.	12	K. Kt. to Q. 4.
13	R. to K. sq.	13	Castles.

The game is considered about even, for although White has a Pawn more, his forces are not so well disposed as Black's.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. to Q. 4.
3	P. takes Q. P.	3	Q. takes P.
4	Kt. to Q. B. 3.	4	Q. to K. 3.
5	P. takes P.	5	Q. takes P. (ch.)
6	B. to K. 2.	6	B. to Q. 3.

	WHITE.		BLACK.
7	Kt. to K. B. 3.	7	Q. to K. 2.
8	P. to Q. 4.	8	B. to K. 3.
9	Castles.		

And White'e position is considered preferable.

Variation at Black's 3d Move.

	WHITE.		BLACK.
		3	P. takes P.
4	B. to Q. Kt. 5. (ch.)	4	B. to Q. 2.
5	Q. to K. 2. (ch.)	5	Q. to K. 2.

We should prefer B. to K. 2.

	WHITE.		BLACK.
6	Kt. to Q. B. 3.	6	Kt. to K. B. 3.
7	B. takes B.	7	Q. Kt. takes B.
8	P. to Q. 4.	8	Castles.
9	Q. takes Q.	9	B. takes Q.
10	B. takes P.	10	Kt. to Q. Kt. 3.

Black considered to have a slight advantage in position.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. to Q. 4.
3	P. takes Q. P.	3	P. to K. 5.
4	P. to Q. B. 4.	4	B. to Q. B. 4.
5	P. to Q. Kt. 4.	5	B. to Q. 5.
6	Kt. to Q. B. 3.	6	P. to Q. Kt. 4.
7	K. Kt. to K. 2.		

White retains his Pawn and has no disadvantage in position.

Variation at Black's 4th Nove.

	WHITE.		BLACK.
		4	P. to Q. B. 3.
5	Kt. to Q. B. 3.	5	Kt. to K. B. 3.
6	P. to Q. 3.		

White still retains his Pawn.

King's Gambit Refused by P. to Q. 3.

GAME 1.

	WHITE		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. to Q. 3.
3	B. to Q. B. 4.	3	P. takes P.
4	Kt. to K. B. 3.	4	P. to K. Kt. 4.
5	P. to K. R. 4.	5	P. to K. Kt. 5.
6	Kt. to K. Kt. 5.	6	Kt. to K. R. 3.
7	P. to Q. 4.	7	P. to K. B. 3.
8	Kt. to K. 6.	8	Q. to K. 2.
9	P. to Q. 5.	9	B. takes Kt.
10	P. takes B.	10	Kt. to Q. B. 3.
11	Kt. to Q. B. 3.	11	Kt. to K. 4.
12	Kt. to Q. 5.	12	Q. to K. Kt. 2.
13	B. to Q. Kt. 3.	13	P. to K. B. 6.
14	P. to K. Kt. 3.	14	R. to Q. B. sq.
15	Q. to Q. 4.	15	P. to Q. B. 3.
16	B. takes Kt.	16	Q. takes B.
17	Kt. to K. 3.		

Staunton Prefers White's game, the Handbuch pronounces the game equal

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Variation at Black's 7th Move.

	WHITE.		BLACK.
		7	Q. to K. 2.
8	Q. B. takes P.	8	P. to K. B. 3.
9	Castles.	9	P. takes Kt.
10	B. takes P.	10	Q. to Q. 2.
11	Q. to Q. 2.		

White has the better game.

KING'S BISHOP'S OPENING.

KING'S KNIGHT'S DEFENCE.

It appears to be generally admitted by recent authorities that B. to Q. B. 4 as first player's second move is inferior to Kt. to K. B. 3, and we think that there can be little doubt as to the accuracy of this view. As a matter of fact in practice the King's Bishop's opening is seldom played by first-class players, it leaves more option for the second player, whose King's Pawn being free from attack, may reply with Kt. to K. B. 3, B. to Q. B. 4, or even P. to Q. B. 3, as well as Kt. to Q. B. 3. Mr. Wormald furnishes five, and Messrs. Staunton and Wormald ten variations, but in only two of them does their analysis result in an equal game for the first player.

Black's best reply is Kt. to K. B. 3. If White elect for a safe line of play the game will result in the Giuoco Piano, which equally arises in the K. Kt. opening, thus:

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	Kt. to K. B. 3.
3	Kt. to Q. B. 3.	3	B. to Q. B. 4.
4	Kt. to K. B. 3.	4	Kt. to Q. B. 3.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	Kt. to K. B. 3.
3	Kt. to K. B. 3.	3	Kt. takes K. P.
4	P. to Q. 3.	4	Kt. to K. B. 3.
5	Kt. takes K. P.	5	P. to Q. 4.

	WHITE.	BLACK.
6	B. to Q. Kt. 3.	B. to Q. 3.
7	P. to Q. 4.	Castles.
8	Castles.	P. to Q. B. 4.
9	P. to Q. B. 3.	Kt. to Q. B. 3.

Even game.

MR. BODEN'S ATTACK.

The following line of play invented by Mr. Boden yields a very strong attack, which requires great care in answering. The second player however ought to maintain the Pawn, and the game should be in his favor.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	B. to Q. B. 4.	Kt. to K. B. 3.
3	Kt. to K. B. 3.	Kt. takes P.
4	Kt. to Q. B. 3.	Kt. takes Kt.
5	Q. P. takes Kt.	P. to K. B. 3.*
6	Castles.	P. to Q. 3.
7	Kt. to K. R. 4.	P. to K. Kt. 3.
8	P. to K. B. 4.	Q. to K. 2.
9	P. to K. B. 5.	P. to K. Kt. 4.
10	Q. to R. 5. (ch.)	K. to Q. sq.
11	Kt. to K. B. 3.†	Q. to K. sq.

* P. to Q. B. 3. leads to an even game only, it is preferred by Staunton. And Black can safely develope his game and retain his Pawn.

	WHITE.		BLACK.
†If	Kt. to K. 6.	then	Q. to K. sq.
	Q. to K. R. 3.		Q. takes Kt.
	P. takes Q.		B. takes Q.
	P. takes B.		P. takes P. and wins.

Messrs. Staunton and Wormald's variation is as follows:

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	B. to Q. B. 4.	Kt. to K. B. 3.
3	Kt. to K. B. 3.	Kt. takes P.
4	Kt. to Q. B. 3.	Kt. takes Kt.

	WHITE.		BLACK.
5	Q. P. takes Kt.	5	P. to K. B. 3.
6	Castles.	6	Q. to K. 2.
7	Kt. to K. R. 4.	7	P. to Q. 3.
8	Q. to K. R. 5. (ch.)	8	K. to Q. sq.

They add White has more than an equivalent for his lost Pawn. We fail to see it.

The following are interesting examples of Mr. Boden's attack.

Example No. 1.

No. 46 CHESS MASTERPIECES.

	Boden. WHITE.		Bird. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	Kt. to K. B. 3.
3	Kt. to K. B. 3.	3	Kt. takes P.
4	Kt. to Q. B. 3.	4	Kt. takes Kt.
5	Q. P. takes Kt.	5	P. to K. B. 3
6	Castles.	6	P. to Q. 3.
7	K. R. to K.	7	Kt. to Q. B. 3.
8	Kt. to K. R. 4.	8	Kt. to K. 2.*
9	P. to K. B. 4.	9	P. to Q. B. 3.
10	K. B. P. takes P.	10	B. P. takes P.
11	R. takes K. P.		

And ultimately won.

* The cause of Black's difficulties.

Example No. 2.

Variation at Black's 5th Move.

No. 108 CHESS MASTERPIECES.

	Boden. WHITE.		Morphy. BLACK.
		5	P. to Q. B. 3.
6	Kt. takes K. P.	6	P. to Q 4.
7	Castles.	7	K. B. to Q. 3.
8	K. R. to K.	8	Q. B. to K. 3.
9	K. B. to Q 3.	9	Kt. to Q. 2.
10	P. to K. B. 4.	10	Kt. takes Kt.

The game became quite even, and ultimately resulted in a draw.

LOPEZ GAMBIT.

This opening is known to be disadvantageous to the first player, and is seldom ventured.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	B. to Q. B. 4.
3	Q. to K. 2.	3	Kt. to Q. B. 3.
4	P. to Q. B. 3.	4	Kt. to K. B. 3.
5	P. to K. B. 4.	5	B. takes K. Kt.
6	R. takes B.	6	Castles.
7	P. to Q. 3.	7	P. to Q. 4.
8	B. takes Q. P.	8	Kt. takes B.
9	P. takes Kt.	9	P. takes K. B. P.
10	Q. B. takes P.	10	R. to K. sq.

Black has a winning position.

DOUBLE GAMBIT.

Properly answered the second player can retain his pawn with a preferable position.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	B. to Q. B. 4.
3	P. to Q. Kt. 4.	3	B. takes P.
4	P. to K. B. 4.	4	P. to Q. 4.
5	P. takes Q. P.	5	P. to K. 5.
6	Kt. to K. 2.	6	Kt. to K. B. 3.
7	Castles.	7	Castles.
8	Kt. to Q. B. 3.	8	P. to Q. B. 3.*
9	P. takes P.	9	Kt. takes P.
10	K. to R. sq.	10	B. to K. Kt. 5.

* B. to K. Kt. 5 appears still better.
Black has the better position.

QUEEN'S BISHOP PAWN GAME.

This opening, favored by Philidor, received much attention at the hands of Mr. Lewis, it is now little practiced. Kt. to K. B. 3 for White's 3d move being much preferred to that in the text.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	B. to Q. B. 4.
3	P. to Q. B. 3.	3	Kt. to K. B. 3.
4	P. to Q 4.	4	P. takes P.
5	P. to K. 5.	5	P. to Q. 4.
6	B. to Q. Kt. 5. (ch.)	6	B. to Q. 2.
7	B. takes B.	7	K. Kt. takes B.
8	P. takes P.	8	B. to Q. Kt. 5. (ch.)
9	Kt. to Q. B. 3.	9	Castles.
10	K. Kt. to K. 2.	10	P. to Q. B. 4.
11	P. takes P.	11	Kt. takes Q. B. P.
12	Castles.	12	B. takes Kt.
13	Kt. takes B.	13	P. to Q. 5.
14	Kt. to K. 2.	14	Kt. to Q. B. 3.

Considered an equal game.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	B. to Q. B. 4.
3	P. to Q. B. 3.	3	Kt. to K. B. 3.
4	P. to Q. 4.	4	P. takes P.
5	P. to K. 5.	5	P. to Q. 4.
6	B. to Q. Kt. 3.	6	Kt. to K. 5.
7	P. takes P.	7	Q. to K. R. 5.
8	P. to K. Kt. 3.	8	Kt. takes Kt. P.
9	B. P. takes Kt.	9	Q. to K. 5. (ch.)
10	K. to B. sq.	10	Q. takes R.
11	P. takes B.	11	B. to R. 6. (ch.)
12	K. to B. 2.	12	Q. takes R. P. (ch.)
13	K. to B. 3.	13	Q. to Kt. 7. (ch.)
14	K. to K. 3.	14	Q. takes Kt. P. (ch.)

Black should win.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	B. to Q. B. 4.	2	P. to Q. B. 3.
3	Q. to K. 2.	3	Kt. to K. B. 3.
4	P. to K. B. 4.	4	P. to Q. 3.
5	P. takes P.	5	P. takes P.
6	Kt. to K. B. 3.	6	B. to Q. 3.
7	P. to Q. 4.	7	P. takes P.
8	P. to K. 5.	8	Castles.
9	Castles.	9	B. to Q. B. 4.
10	Q. to Q. 3.	10	Kt. to Q. 4.
11	Kt. to Kt. 5.	11	P. to K. Kt. 3.
12	Kt. to K. 4.	12	B. to K. 2.
13	B. takes Kt.	13	P. takes B.
14	Kt. to B. 6. (ch.)	14	B. takes Kt.
15	P. takes B.		

White has a winning advantage.

THE BISHOP'S GAMBIT.

Perhaps there is no opening which affords more scope for the exercise of the faculties of invention and powers of combination than the Bishop's Gambit. In every phase of it the most interesting positions are sure to arise, and the situations almost invariably become complicated and critical in the extreme. Originality of conception, and fertility of resource are therefore much needed, and in proportion to the judicious exercise of these qualities will success more or less depend. In regard to the great players who have favored this debut, it occurs to us as matter for surprise that Morphy so rarely adopted it, neither does it seem to have been much played by the leading English players. We do not recollect any recorded game of Staunton or Buckle at this opening, and Boden, Blackburne and Macdonnell very seldom play it. The foreign masters however appear to have been quite partial to it, as may be gathered from the

very fine published games of Anderssen, Harrwitz, Kieseritzky and Lowenthal. The following are recorded in Chess Masterpieces:

No.	White.	Black.	Moves.	Defence.	Won by.
7	Harrwitz and Anderssen		35	Q. to R. 5 & P. to K. Kt. 4.	Anderssen.
9	Anderssen and Kieseritzky		22	Q. to R. 5 & P. to Q. Kt. 4.	Anderssen.
14	Lowenthal and Anderssen		33	Q. to R. 5 & P. to K. Kt. 4.	Anderssen.
15	Anderssen and Lowenthal		20	P. to Q. Kt. 4 & Q. to R. 5.	Anderssen.
17	Lowenthal and Anderssen		28	Q, to R. 5 & P. to K. Kt. 4.	Lowenthal.
53	Rosenthal and Bird		20	Kt. to K. B. 3 & B. to Q. Kt. 5.	Bird.
71	Burden and Amateur		21	Q. to R. 5 & P. to K. Kt. 4.	Burden.
86	Wyvill and Capt. Kennedy		20	P. to K. B. 4 & Q. to R. 5.	Kennedy.
88	Schulten and Kieseritzky		29	P. to Q. Kt. 4 & Q. to R. 5.	Kieseritzky
89	"	"	18	Q. to R. 5 & P. to Q. Kt. 4.	Kieseritzky

There are six lines of defence presented by the authorities, viz.:

1. The Classic Defence of Q. to R. 5, checking at Black's 3d move.
2. Kt. to K. B. 3 at Black's 3d move.
3. Kt. to Q. B. 3 " "
4. P. to Q. 4 " "
5. P. to Q. Kt. 4 " "
6. P. to K. B. 4 " "

Classic Defence Arising from Q. to R. 5 at Black's 3d Move—Approved Variation.

In referring to this very beautiful form of reply to the Bishop's Gambit attack, Mr. Staunton remarks: "I give precedence to this line of defence, not as the best, for I cannot prove it to be so, and many excellent players now think it is not trustworthy. I place it first, because it is what is called the Classic Defence, and leads to by far the most instructive and entertaining games of all the systems of defence of which this opening is susceptible."

The first four moves are:

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.

WHITE.	BLACK.
3 B to Q. B. 4.	3 Q. to R. 5. (ch.)
4 K. to B. sq.	4 P. to K. Kt. 4.

The advance of the K. Kt. P. at this point has had the sanction of most, if not all, of the leading writers on the opening. In the splendid games recorded between Anderssen, Harrwitz, Lowenthal and others, it was adopted by each of these great players. Many authorities in Europe, and nearly all in America appear to incline to the opinion that the defence in this form does not result in a perfectly satisfactory game for the second player. Possibly the authorities in their estimate of it may have been somewhat led astray through the almost universal adoption of P. to K. Kt. 4 at 4th move for the second player. This appears to us to be premature. We prefer P. to Q. 3, delaying P. to K. Kt. 4 until it becomes necessary to defend the Gambit Pawn. This move of P. to Q. 3 does not seem to have been noticed by modern authorities, and we therefore submit variations in support of our opinion that the defence based upon it, conducted in the way hereafter shown is quite satisfactory, if not in reality the best that can be adopted.

Mr. Staunton adds: "Black for his fourth move may play Kt. to Q. B. 3, or Kt. to K. B. 3, but that neither move is quite satisfactory."

We take the defence of Q. to R. 5 (ch.) first in order agreeing with Mr. Staunton in considering it the most interesting, and also at the same time believing it to be the best answer to the attack.

Proceeding however first with the approved variation we have:

WHITE.	BLACK.
5 Kt. to Q. B. 3.	5 B. to K. Kt. 2.
6 P. to K. Kt. 3.	

One of the disadvantages arising from Black's 4th move of P. to K. Kt. 4 is that White can adopt with advantage the Macdonnell attack so highly favored by Mr. Fraser.

WHITE.	BLACK.
	6 P. takes P.
7 Q. to K. B. 3.	7 P. to K. Kt. 7. (ch.)

	WHITE.	BLACK.
8	K. takes P.	Kt. to K. R. 3.
9	Kt. to Q. 5.	K. to Q. sq.
10	P. to Q. 4.	P. to Q. B. 3.
11	Kt. to Q. B. 3.	P. to Q. 4.
12	Q. to K. Kt. 3.	Q. takes Q. (ch.)
13	P. takes Q.	B. takes Q. P.
14	B. takes P. (ch.)	K. to B. 2.
15	B. to K. B. 4. (ch.)	K. to Kt. 3.
16	Kt. takes Q. P. (ch.)	P. takes Kt.
17	R. takes Kt. (ch.)	P. to K. B. 3.
18	B. takes Q. P.	

White must win.

Variation 1 at White's 5th Move.

	WHITE.	BLACK.
5	Kt. to K. B. 3.*	Q. to K. R. .4
6	P. to K. R. 4.	B. to K. Kt. 2.
7	P. to Q. 4.	P. to K. R. 3.
8	Kt. to Q. B. 3.	Kt. to K. 2.
9	K. to Kt. sq.	Q. to K. Kt. 3.
10	P. to K. 5.	P. to K. B. 4.
11	P. takes P.	P. takes P.
12	R. takes R. (ch.)	B. takes R.
13	P. to K. Kt. 3.	Q Kt. to Q. B. 3.
14	P. takes P.	P. takes P. (dis. ch.)
15	K. to B. sq.	Q. to K. Kt. 6.
16	Q. to K. 2.	

* Inferior to Kt. to Q. B. 3.
Game considered about equal.

Variation 2 at White's 6th Move.

	WHITE.	BLACK.
5	Kt. to Q. B. 3.*	B. to K. Kt. 2.
6	P. to Q. 4.*	P. to Q. 3.
7	P. to K. 5.	P. takes P.
8	Kt. to Q. 5.	K. to Q. sq.
9	Kt. to K. B. 3.	Q. to R. 4.
10	P. takes P.	B. to Q. 2.
11	B. to Q. 2.	P. to Q. B. 3.
12	B. to Q. R. 5. (ch.)	P. to Q. Kt. 3.
13	B. to Q. B. 3.	Q. to K. Kt. 3.

	WHITE.	BLACK.
14	Kt. to Q. Kt. 4.	P. to K. Kt. 5.
15	Kt. to Q. 4.	P. to Q. R. 4.
16	B. to Q. 3.	Q. to K. R. 4.
17	Q. Kt. takes P. (ch.)	

* These are the moves most in favor for the attack, see examples between Anderssen, Harrwitz and Lowenthal.

And the game is considered in White's favor.

Variation 3 at White's 6th Move.

	WHITE.	BLACK.
6	Kt. to K. B. 3.	Q. to K. R. 4.
7	P. to K. R. 4.	B. takes Q. Kt.
8	Q. P. takes B.	Kt. to Q. B. 3.
9	B. to K. 2.	P. to K. Kt. 5.
10	Kt. to Q. 4.	

There is no perceptible advantage on either side.

Example No. 1.

No. 7 CHESS MASTERPIECES.

	Harrwitz. WHITE.	Anderssen. BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	K. B. to Q. B. 4.	Q. to R. 5. (ch.)
4	K. to B. sq.	P. to K. Kt. 4.
5	P. to Q. 4.	B. to Kt. 2.
6	Kt. to Q. B. 3.	Kt. to K. 2.
7	Kt. to K. B. 3.	Q. to K. R. 4.
8	P. to K. 5.	P. to K. B. 3.

Won by Anderssen in 37 moves.

Example No. 2.

No. 14 CHESS MASTERPIECES.

	Lowenthal. WHITE.	Anderssen. BLACK.
1	P. to K. 4.	P. to K 4.
2	P. to K. B. 4.	P. takes P.
3	K. B. to Q. B. 4.	Q. to R. 5. (ch.)
4	K. to B. sq	P. to K. Kt. 4.
5	Kt. to Q. B. 3.	B. to Kt. 2.

	Lowenthal. WHITE.		Anderssen. BLACK.
6	P. to Q. 4.	6	Kt. to K. 2.
7	P. to K. 5.	7	P. to K. B. 3.
8	Kt. to K. 4.	8	R. to K. B. sq.

Won by Anderssen in 34 moves.

Example No. 3.

No. 17 CHESS MASTERPIECES.

	Lowenthal. WHITE.		Anderssen BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	K. B. to Q. B. 4.	3	Q. to R. 5. (ch.)
4	K. to B. sq.	4	P. to K. Kt. 4.
5	Kt. to Q. B. 3.	5	B. to Kt. 2.
6	P. to Q. 4.	6	Kt. to K. 2.
7	P. to K. Kt. 3.	7	P. takes K. Kt. P.
8	K. to Kt. 2.	8	Q. to K. R. 3.

Won by Lowenthal in 30 moves.

Compiler's Variation.

GAME 1.

The difference between the form of the Classic defence usually adopted and that now submitted consists:

Firstly.—At Black's 4th move in playing P. to Q. 3 instead of P. to K. Kt. 4, the move most approved by the authorities.

Secondly.—P. to K. B. 3 is substituted for P. to K. R. 3 in reply to first player's move of P. to K. R. 4.

Variation 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Q. to R. 5. (ch.)
4	K. to B. sq.	4	P. to Q. 3.

It appears to us that by deferring P. to K. Kt. 4 until it becomes absolutely necessary to defend the Gambit Pawn, Black having played P. to Q. 3 gets his Q. B. free in time to frustrate the Fraser attack, the first move of which P. to K. Kt. 3 connot be played in this case without disadvantage.

FOR EXAMPLE.

WHITE.	BLACK.
P. to K. Kt. 3.	P. takes P.
Q. to K. B. 3.	P. to Kt. 7. (ch.)
K. takes P.	Q. to Kt. 5. (ch.)

Changing Queens, remaining with a Pawn plus, and a fair position.

5	Kt. to Q. B. 3.	5	Kt. to K. 2.

If P. to Q. 4 Black can reply with B. to K. 3, White cannot well change off Bishop, and P. to Q. 5 would be obviously weak for him.

6	Kt. to K. B. 3.	6	Q. to K. R. 4.
7	P. to Q. 4.		

Again it does not appear that White can play P. to K. Kt. 3 with any advantage.

		7	P. to K. Kt. 4.
8	P. to K. R. 4.	8	P. to K. B. 3.*
9	K. to K Kt. sq.	9	P. to K. Kt. 5.
10	Kt. to K. sq.	10	B. to K. R. 3.
11	Kt. to Q. 3.	11	P. to K. B. 6.
12	Kt. to K. B. 4.	12	B. takes Kt.
13	B. takes B.	13	Kt. to Q. B. 3.

*By playing the usual move of P. to K. R. 3 Black occupies the square on which he requires to place his B. By the move in the text he leaves this square open, and also has a retiring place for his Q. in the event of playing his K. to Q. sq., which in some variations he may require to do.

And Black has retained his Pawn, without any disadvantage in position.

VARIATION 2 AT WHITE'S 9TH MOVE.

WHITE.		BLACK.	
9	B. to K. 2.	9	P. to K. Kt. 5.
10	Kt. to K. R. 2.	10	P. to K. B. 4.
11	P. takes B. P.	11	Kt. takes B. P.
12	Kt. takes Kt. P.	12	Kt. to Kt. 6. (ch.)
13	K. to K. sq.	13	B. takes Kt.
14	B. takes B.	14	Q. to K. B. 2.
15	R. to K. R. 3.	15	P. to K. R. 4.
16	B. to K. B. 3.	16	Kt. to Q. B. 3.

B. to B. 8 would place the B. in jeopardy.

17	Kt. to Q. 5.	17	Castles Q. side.*
18	B. takes P.	18	R. to K. sq. (ch.)
			And should win.

* B. to Q. R. 3 would not be good for Black.

	B. to Q. R. 3.
R. takes Kt.	P. takes R.

WHITE.	BLACK.
B. takes R. P.	B. to Q. 7. (ch.)
B. takes B.	R. takes B.
Q. takes R. and wins.	

Compiler's Variation.

Great care is requisite on the part of Black in replying to White's 9th and 10th moves, any other reply than P. to K. B. 4 on the part of Black appears to result in White's favor.

For Example.

Variation at White's 9th Move.

	WHITE.		BLACK.
9	B. to K. 2.	9	P. to K. Kt. 5.
10	Kt. to K. R. 2.	10	P. to K. B. 6.
11	P. takes P.	11	Q. takes R. P.
12	P. takes P.	12	Q. to R. 6. (ch.)
13	K. to K. sq.	13	Q. to R. 5. (ch.)
14	K. to Q. 2.	14	B. to R. 3. (ch.)
15	K. to Q. 3.	15	Q. to Kt. 6. (ch.)
16	B. to B. 3.	16	B. takes B.
17	R. takes B.		

And White has the better game.

Compiler's Variation Jointly with Mr. F. Perrin.

Adopted in practice with Mr. Perrin in New York and Brooklyn, October, 1877.

GAME 1.

	F. Perrin. WHITE.		H. E. Bird. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Q. to R. 5 (ch.)
4	K. to B. sq.	4	P. to Q. 3.
5	Kt. to K. B. 3.	5	Q. to K. R. 4.
6	P. to Q. 4.	6	P. to K. Kt. 4.
7	Kt. to Q. B. 3.	7	Kt. to K. 2.
8	P. to K. R. 4.	8	P. to K. B. 3.

	WHITE.		BLACK.
9	P. to K. 5.	9	B. to Kt. 2. best.
10	Kt. to K. 4.	10	Q. P. takes P.
11	Q. P. takes P.	11	R. to K. B. sq.
12	P. takes B. P.	12	B. takes P.
13	Kt. takes B. (ch.)	13	R. takes Kt.
14	K. to K. Kt. sq.	14	P. to K. Kt. 5.
15	Kt. to Kt. 5.	15	Kt. to Q. B. 3.
16	B. to Q. 2.	16	B. to Q. 2.
17	B. to Q. B. 3.	17	R. to K. B. sq.

And Black will be able to castle on Q. side, with a superior game.

Variation 1 at Black's 10th Move.

	WHITE.		BLACK.
10	Kt. to K. 4.	10	R. to K. B. sq.
11	P. takes Q. P.	11	P. takes P.
12	Kt. takes Q. P. (ch.)	12	K. to Q. sq.
13	B. to Q. 2.	13	Kt. to Q. B. 3.
14	K. to Kt. sq.	14	P. to K. Kt. 5.
15	Kt. to K. R. 2.		

White now threatens to take Q. B. with Kt. and then K. Kt. P.

		15	P. to K. B. 4.
16	P. to Q. B. 3.	16	P. to K. B. 6.
17	P. to K. Kt. 3.	17	B. to K. R. 3.

And Black has a manifest superiority. P. to K. B. 5 will be very effective.

Variation 2 at Black's 10th Move.

	WHITE.		BLACK.
10	Kt. to K. 4.	10	P. to K. Kt. 5.
11	P. takes K. B. P.	11	P. takes Kt.
12	P. takes B.	12	P. takes Kt. P. (ch.)
13	K. takes P.	13	Q. to Kt. 3. (ch.)
14	K. to B. sq. best.	14	Q. takes Kt. P.
15	R. to K. Kt. sq.	15	Q. to K. R. 3.
16	Q. to K. B. 3.	16	R. to K. B. sq.

Black still has the advantage.

Variation 3 at White's 13th Move.

	WHITE.		BLACK.
13	K. to B. 2.	13	P. takes R. Making a Kt. ch.
14	Q. takes Kt.	14	R. to K. B. sq.

The position is peculiar, and this is apparently Black's only good move.

15	P. takes R. (Q.'s ch.)	15	K. takes Q.
16	B. takes B. P.	16	P. to Q. 4.

And notwithstanding White's fine position there appears no way to avoid the loss of a piece. For example: if Kt. to Kt. 3, then Black plays Q. to K. B. 2; if Kt. to B. 6, the following appears the probable continuation:

17	Kt. to B. 6.	17	Q. to B. 4.

If Q. to B. 2 then B. to R. 6 (ch.) is fatal.

18	K. to K. 3.	18	P. takes B.
19	R. to K. B. sq.		

And White has a very pretty attack.

Variation 4 at Black's 9th Move.

	WHITE.		BLACK.
		9	Q. P. takes P. bad.
10	Q. P. takes P.	10	B. to Kt. 2.
11	Kt. to Q. Kt. 5.	11	Kt. to Q. R. 3.
12	Kt. to Q. 6. (ch.)	12	P. takes Kt.
13	B. to Kt. 5. (ch.)	13	B. to Q. 2.
14	B. takes B. (ch.)	14	K. takes B.
15	P. takes B. P.		

Threatening to check with Kt. at K. 5 winning Q.

		15	P. to K. Kt. 5.
16	P. takes B.	16	K. R. to K. Kt.
17	Kt. to K. Kt. 5.	17	R. takes P.
18	B. takes P.	18	R. to K. Kt. 3.

There is attack and resource on both sides, it is difficult to fix a preference for either.

Variation 5 at White's 10th Move.

	WHITE.		BLACK.
9	P. to K. 5.	9	B. P. takes P. bad.

	WHITE.		BLACK.
10	Q. P. takes P.	10	Q. P. takes P.
11	Kt. takes K. P.	11	Q. takes Q. (ch.)
12	Kt. takes Q.		

And White has the better game.

9	P. to K. 5.	9	Q. P. takes P.
10	P. takes P.	10	B. to Kt. 2.
11	Kt. to Q. Kt. 5.		

White's position is preferable.

Variation 6 at White's 10th Move.

	WHITE.		BLACK.
10	P. takes Q. P.	10	P. takes P.
11	Kt. to K. 4.	11	P. to Q. 4.
12	B. to Kt. 5. (ch.)	12	Q. Kt. to Q. B. 3.
13	Kt. to Q. 6. (ch.)	13	K. to Q. sq.
14	K. to Kt. sq.	14	P. to Kt. 5.
15	Kt. to K. sq.	15	P. to K. B. 6.
16	Kt. takes B.	16	R. takes Kt.
17	P. takes P.	17	P. to K. B. 4.
18	P. to Q. B. 3.	18	B. to K. B. 3.

Black has a manifest advantage.

Adopted in Practice with A. P. Barnes, in New York, October, 1877.

GAME 1.

	A. P. Barnes. WHITE.		H. E. Bird. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Q. to R. 5. (ch.)
4	K. to B. sq.	4	P. to Q. 3.
5	Q. to K. B. 3.	5	Kt. to Q. B. 3.
6	P. to K. Kt. 3.	6	Q. to K. B. 3.
7	Q. takes P.	7	Kt. to Q. 5.
8	B. to Q. 3.	8	P. to K. R. 4.
9	P. to Q. B. 3.	9	Kt. to K. 3.
10	Q. takes Q.	10	Kt. takes Q.
11	K. to Kt. 2.	11	P. to K. R. 5.
12	B. to Q. B. 2.	12	P. to K. R. 6. (ch.)

	WHITE.		BLACK.
13	Kt. takes P.	13	R. takes Kt.
14	K. takes R.	14	Kt. to K. B. 5. (dis ch.)
15	K. to R. 4.	15	Kt. to Kt. 7. (ch.)
16	K. to Kt. 5.	16	Kt. to R. 2. (ch.)
17	K. to R. 4.	17	P. mates.

GAME 2.

	A. P. BARNES. WHITE.		H. E. BIRD. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to B. 4.	3	Q. to R. 5. (ch.)
4	K. to B. sq.	4	P. to K. Kt. 4.
5	Kt. to K. B. 3.	5	Q. to R. 4.
6	P. to K. R. 4.	6	P. to K. R. 3.
7	B. takes P. (ch.)	7	Q. takes B.
8	Kt. to K. 5.	8	Q. to Kt. 2.
9	Q. to R. 5. (ch.)	9	K. to K. 2.
10	Kt. to Kt. 6. (ch.)	10	K. to Q. sq.
11	Kt. takes R.	11	Q. takes Kt.
12	P. takes P.	12	B. to K. 2.
13	Q. to B. 7.	13	Kt. to Q. B. 3.
14	P. to Q. 4.	14	Kt. takes P.*
15	B. takes P.	15	Kt. takes P.
16	B. to K. 5.	16	Q. takes B.
17	Q. takes Kt. (ch.)	17	B. to B.
18	Q. takes B. (ch.)	18	Q. to K. sq.
19	Q. takes Q. (ch).	19	K. takes Q.
20	P. takes P.	20	P. to Q. Kt. 3.
21	P. to R. 7.	21	B. to R. 3. (ch.)
22	K. to B. 2.	22	K. to B. 2.
23	P. Queens.	23	R. takes Q.
24	R. takes R.	24	Kt. takes R.
25	R. to R. 8.	25	B. to Q. 6.
26	Kt. to B. 3.	26	P. to R. 4.
27	K. to K. 3.	27	B. to B. 8.
28	K. to Q. 2.	28	B. takes P.
29	R. to R. 7.		

*B. takes Kt. P. would obviously be fatal. Black has now a bad game. And White wins.

Defence Arising from Kt. to K. B. 3 at Black's 3d Move.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	Kt. to Q. B. 3.	4	B. to Q. Kt. 5.
5	P. to K. 5.	5	P. to Q. 4.
6	B. to Q. Kt. 5. (ch.)	6	P. to Q. B. 3.
7	P. takes Kt.	7	P. takes B.
8	Q. to K. 2. (ch.)	8	B. to K. 3.
9	Q. takes P. (ch.)	9	Kt. to Q. B. 3.
10	Kt. to K. B. 3.	10	Q. takes P.
11	Q. takes Kt. P.	11	R. to Q. B. sq.
12	Kt. takes Q. P.	12	Q. to K. B. 4.
13	Kt. to Q. B. 7. (ch.)	13	R. takes Kt.
14	Q. takes R.	14	Q. to K. 5. (ch.)
15	K. to Q. sq.	15	Castles.
16	P. to Q. 3.	16	Q. to K. Kt. 3.

Black is considered to have the advantage.

Variation at Black's 4th Move.

	WHITE.		BLACK.
4	P. to Q. 3.	4	P. to Q. 4.
5	P. takes P.	5	Kt. takes P.
6	Q. to K. 2. (ch.)	6	B. to K. 3.
7	B. takes Kt.	7	Q. takes B.
8	B. takes P.	8	B. to Q. B. 4.
9	Kt. to K. B. 3.	9	P. to Q. B. 3.

Position slightly in White's favor.

Illustrative Game.

A game between Rosenthal and Bird at the Vienna Tournament, 1873, proceeded thus:

	Rosenthal. WHITE.		Bird. BLACK.
10	P. takes K. Kt. P.	10	R. to K. Kt. sq.
11	Kt. to K. B. 3.	11	Q. to Q. 2.
12	P. to Q. 4.	12	P. to Q. R. 3.

	Rosenthal. WHITE.	Bird. BLACK.
13	Q. to Q. R. 4.	B. to Q. 3.
14	Kt. to K. 2.	R. takes P.
15	Castles.	B. to K. R. 6.
16	Kt. to K. sq.	B. takes K. Kt. P.
17	Kt. takes B.	Q. to K. R. 6.
18	R. to B. 2.	P. to B. 6.
19	Kt. to Kt. 3.	B. takes Kt.
20	P. takes B.	R. takes P.

And wins.

GAME 2.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	B. to B. 4.	Kt. to K. B. 3.
4	P. to K. 5.	P. to Q. 4.
5	B. to Kt. 3.	Kt. to K. 5.
6	Kt. to K. B. 3.	B. to K. Kt. 5.
7	Castles.	Kt. to Q. B. 3.

The above moves occurred in a game between Anderssen and Morphy, to which our attention has been called by our esteemed friend and patron Dr. Owen, President of the Philidor Club in Brooklyn. For his 8th move Anderssen (White) played B. to R. 4, which appears to us weak. Morphy won the game in 37 moves, which by desire we give in full.

In substitution of Anderssen's 8th move of B. to R. 4 we should prefer P. to Q. 4, White then we think has a superior game.

8	P. to Q. 4.	P. to K. Kt. 4.

If Black takes Kt. P. retakes driving Kt. away with a manifest advantage.

9	Kt. to Q. B. 3.	Kt. takes Kt.
10	P. takes Kt.	

With the better game. See Appendix.

Variation at White's 4th Move.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	B. to B. 4.	Kt. to K. B. 3.
4	Kt. to Q. B. 3.	B. to Kt. 5.
5	P. to K. 5.	P. to Q. 4.
6	P. takes Kt.	P. takes B.
7	P. takes P.	R. to Kt.
8	Q. to K. 2. (ch.)	B. to K. 3.

9	Kt. to K. B. 3.	9	Kt. to Q. B. 3.
10	P. to Q. Kt. 3.	10	B. takes Kt.
11	P. takes B.	11	Q. to K. B. 3.
12	B. to Q. 2.	12	Q. takes Kt. P.
13	Castles Q. R.	13	Castles Q. R.

The game appears pretty even.

FENCE ARISING FROM P. TO Q. 4 AT BLACK'S 3D MOVE.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to B. 4.	3	P. to Q. 4.
4	B. takes Q. P.	4	Kt. to K. B. 3.
5	Kt. to Q. B. 3.	5	B. to Q. Kt. 5.
6	P. to Q. 3.	6	Kt. takes B.
7	P. takes Kt.	7	Castles.
8	Kt. to K. B. 3.	8	B. takes Kt. (ch.)
9	P. takes B.	9	Q. takes P.
10	P. to Q. B. 4.		

Considered an even game.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	P. to Q. 4.
4	B. takes P.	4	Q. to R. 5. (ch.)
5	K. to B. sq.	5	P. to K. Kt. 4.
6	Kt. to Q. B. 3.	6	B. to K. Kt. 2.
7	P. to Q. 4.	7	Kt. to K. 2.
8	Kt. to K. B. 3.	8	Q. to K. R. 4.
9	P. to K. R. 4.	9	P. to K. R. 3.
10	K. to Kt. sq.	10	P. to K. Kt. 5.
11	Kt. to K. 5.	11	B. takes Kt.
12	P. takes B.	12	Kt. to Kt. 3.
13	Q. to Q. 4.	13	Kt. to Q. B. 3.
14	B. takes Kt. (ch.)	14	P. takes B.
15	Kt. to K. 2.		

White has rather a better game.

Variation 1 at Black's 4th Move.

	WHITE.		BLACK.
		4	Kt. to K. B. 3.
5	Kt. to Q. B. 3.	5	B. to Q. Kt. 5.
6	Kt. to K. B. 3.	6	B. takes Q. Kt.
7	Q. P. takes B.	7	P. to Q. B. 3.
8	B. to Q. B. 4.	8	Q. takes Q. (ch.)
9	K. takes Q.	9	Castles.
10	Q. B. takes P.	10	Kt. takes P.
11	R. to K. sq.		

Even game.

Variation 2 at White's 5th Move.

	WHITE.		BLACK.
5	Kt. to K. B. 3.	5	Kt. takes B.
6	P. takes Kt.	6	Q. takes P.
7	Kt. to Q. B. 3.	7	Q. to K. R. 4.
8	P. to Q. 4.	8	B. to Q. 3.
9	Q. to K. 2. (ch.)	9	K. to Q. sq.
10	Castles.	10	P. to K. Kt. 4.
11	Q. to Q. Kt. 5.	11	P. to K. B. 4.
12	Q. to Q. 5.	12	Kt. to Q. B. 3.
13	Kt. to K. 5.	13	R. to K. B. sq.
14	Kt. takes Kt. (ch.)	14	P. takes Kt.
15	Q. takes P.	15	P. to K. B. 6.
16	P. to K. Kt. 3.	16	P. to Kt. 5.

Variation 3 at White's 5th Move.

	WHITE.		BLACK.
5	Q. to K. 2.	5	Kt. takes B.
6	P. takes Kt. (dis. ch.)	6	B. to K. 2.
7	Q. to K. B. 3.	7	B. to K. R. 5. (ch.)
8	P. to K. Kt. 3.	8	Castles.
9	P. takes B.	9	Q. takes P. (ch.)
10	Q. to K. B. 2.	10	R. to K. sq. (ch.)
11	Kt. to K. 2.	11	Q. to K. R. 4.
12	Q. Kt. to B. 3.	12	P. to K. B. 6.

Black must win.

Defence Arising from Kt. to Q. B. 3 at Black's 3d Move.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Kt. to Q. B. 3.

Evidently an inferior defence, therefore dismissed.

Defence Arising from Kt. to Q. B. 3 at Black's 4th Move

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Q. to R. 5. (ch.)
4	K. to B. sq.	4	Kt. to Q. B. 3.
5	Kt. to K. B. 3.	5	Q. to R. 4.
6	P. to Q. 4.	6	P. to Q. Kt. 4.
7	Kt. to Q. B. 3.	7	P. to Q. 3.
8	P. to K. R. 4.	8	P. to K. R. 3.
9	K. to Kt. sq.	9	P. to K. Kt. 5.
10	Kt. to K. sq.	10	P. to K. B. 6.
11	B. to Q. 3.	11	Kt. to K. B. 3.
12	Kt. to Q. 3.	12	Q. to K. Kt. 3.
13	Kt. to K. B. 4.		

With a decided advantage.

Defence Arising from P. to Q. Kt. 4 at Black's 3d Move.

This defence is not without merit. It was much in favor with Kieseritzky, and has resulted in several very beautiful games, four of these viz.: Anderssen and Kieseritzky, No. 9; Anderssen and Lowenthal, No. 15; Kieseritzky and Schulten, 88 and 89 are recorded in Chess Masterpieces.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	P. to Q. Kt. 4.

	WHITE.	BLACK.
4	B. takes Q. Kt. P.	Q. to K. R. 5. (ch.)
5	K. to B. sq.	B. to Q. Kt. 2.
6	Kt. to K. B. 3.	Q. to K. R. 4.
7	B. to Q. B. 4.	Kt. to K. B. 3.
8	Kt. to Q. B. 3.	B. to Q. Kt. 5.
9	P. to Q. 3.	B. takes Kt.
10	P. takes B.	P. to K. Kt. 4.
11	R. to Q. Kt.	B. to Q. B. 3.
12	P. to K. R. 4.	P. to K. R. 3.
13	K. to Kt. sq.	P. to Kt. 5.
14	Kt. to Q. 4.	Q. to K. 4.
15	P. to Kt. 3.	P. to B. 6.
16	B. to K. B. 4.	

Mr. Staunton prefers White's game.

Example No. 1.

The memorable game between Anderssen and Kieseritzky, No. 9 Chess Masterpieces, proceeded thus:

	Anderssen. WHITE.	Kieseritzky. BLACK.
1	P. to K. 4.	P. to K. 4.
2	P to K. B. 4.	P. takes P.
3	B. to B. 4.	Q. to R. 5. (ch.)
4	K. to B. sq.	P. to Q. Kt. 4.
5	B. takes Kt. P.	Kt. to K. B. 3.

The game being considered by many one of the most beautiful on record, we continue it to the finish.

6	Kt. to K. B. 3.	Q. to K. R. 3.
7	P. to Q. 3.	Kt. to K. R. 4.
8	Kt. to K. R. 4.	Q. to Kt. 4.
9	Kt. to K. B. 5.	P. to Q. B. 3.
10	P. to K. Kt. 4.	Kt. to K. B. 3.
11	R. to K. Kt. sq.	P. takes B.
12	P. to K. R. 4.	Q. to K. Kt. 3.
13	P. to R. 5.	Q. to Kt.
14	Q. to K. B. 3.	Kt. to K. sq.
15	B. takes P.	Q. to B. 3.
16	Kt. to Q. B. 3.	B. to B. 4.
17	Kt. to Q. 5.	Q. to Q. Kt. P.
18	B. to Q. 6.	B. takes K. R.
19	P. to K. 5.	Q. takes R. (ch.)
20	K. to K. 2.	Kt. to Q. R. 3.
21	Kt. takes Kt. P. (ch.)	K to Q. sq.
22	Q. to B. 6. (ch.)	

Mates next move.

Example No. 2.

No. 15 CHESS MASTERPICEES.

	Anderssen. White.	Lowenthal. Black.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	K. B. to Q. B. 4.	P. to Q. Kt. 4.
4	B. to Q. Kt. P.	Q. to R. 5. (ch.)
5	K. to K. B. sq.	P. to K. Kt. 4.
6	Kt. to Q. B. 3.	K. B. to Kt. 2.
7	P. to Q. 4.	K. Kt. to K. 2.
8	Kt. to K. B. 3.	Q. to K. R. 4.
9	P. to K. R. 4.	P. to K. R. 3.
10	P. to K. 5.	K. Kt. to K. B. 4.
11	K. to Kt. sq.	Kt. to K. Kt. 6.
12	K. R. to K. R. 2.	Q. to K. Kt. 3.
13	Q. Kt. to Q. 5.	K. to Q. sq.
14	K. R. P. takes P.	P. takes P.
15	R. takes R.	B. takes R.
16	K. Kt. takes Kt. P.	Q. takes Kt.
17	Q. B. takes B. P.	Q. to K. R. 5.
18	B. takes Kt.	Q. takes B.
19	Q. to K. R. 5.	Q. to K. Kt. sq.
20	Q. to K. R. 4 (ch.) and wins.	

Example No. 3.

No. 88 CHESS MASTERPIECES.

	Schulten. White.	Kieseritzky. Black.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	B. to Q. B. 4.	P. to Q. Kt. 4.
4	B. takes Kt. P.	Q. B. to Kt. 2.
5	P. to Q. 3.	Q. to R. 5. (ch.)
6	K. to B. sq.	P. to K. Kt. 4.

Won by Kieseritzky.

Example No. 4.

No. 89 CHESS MASTERPIECES.

	Schulten. White.	Kieseritzky. Black.
1	P. to K. 4.	P. to K. 4.
2	P. to K. B. 4.	P. takes P.
3	B. to Q B. 4.	Q. to R. 5. (ch.)
4	K. to B. sq.	P. to Q. Kt. 4.
5	B. takes Kt. P.	Kt. to K. B. 3.
6	Kt. to Q. B. 3.	Kt. to K. Kt. 5.

Won by Kieseritzky.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	P. to Q. Kt. 4.
4	B. takes B. P. (ch.)	4	K. takes B.
5	Q. to R. 5. (ch.)	5	P. to K. Kt. 3.
6	Q. to Q. 5. (ch.)	6	K. to Kt. 2.
7	Q. takes B.	7	Kt. to Q. B. 3.
8	Kt. to Q. B. 3.	8	Q. to R. 5. (ch.)
9	K. to Q. sq.	9	B. to Q. R. 3.
10	P. to Q. R. 4.	10	P. to Q. Kt. 5.
11	Kt. to Q. 5.	11	B. to Q. 3.
12	P. to Q. 4.	12	K. Kt. to K. 2.

Black has the advantage.

Variation at Black's 4th Move.

	WHITE.		BLACK.
4	B. to Q. Kt. 3.	4	P. to Q. R. 4.
5	P. to Q. R. 4.	5	Q. to R. 5. (ch.)
6	K. to B. sq.	6	P. to Q. Kt. 5.
7	Kt. to K. B. 3.	7	B. to Q. R. 3. (ch.)
8	P. to Q. 3.	8	Q. to K. B. 3.

Defence Arising from P. to K. B 4 at Black's 3d Move.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	P. to K. B. 4.
4	Kt. to Q. B. 3.	4	Q. to K. R. 5. (ch.)
5	K. to B. sq.	5	P. takes P.
6	Kt. takes P.	6	P. to Q. B. 3.
7	Q. to K. 2.	7	K. to Q. sq.
8	Kt. to K. B. 3.	8	Q. to K. 2.
9	P. to Q. 3.	9	P. to Q. 4.
10	Q. B. takes P.	10	B. to K. Kt. 5
11	Q. to Q. 2.	11	B. takes Kt.
12	P. takes B.	12	P. takes B.
13	R. to K. sq.	13	Q. to K. B. 2.
14	Kt. to K. Kt. 5.		

Dismissed with the remark that Black must lose.

Variation 1 at White's 4th Move.

	WHITE.	BLACK.
4	Q. to K. 2.	Q. to K. R. 5. (ch.)
5	K. to Q. sq.	P. takes P.
6	Q. takes P. (ch.)	B. to K. 2.
7	P. to Q. 4.	Kt. to K. B. 3.
8	Q. takes K. B. P.	Q. takes Q.
9	B. takes Q.	P. to Q. 4.
10	B. to Q. 3.	B. to K. Kt. 5. (ch.)
11	Kt. to K. 2.	Kt. to Q. B. 3.
12	P. to Q. B. 3.	

Dismissed as equal.

Variation 2 at White's 4th Move.

	WHITE.	BLACK.
4	Kt. to K. R. 3.	Q. to K. R. 5. (ch.)
5	Kt. to B. 2.	P. takes P.
6	B. takes Kt.	R. takes B.
7	Q. to K. 2.	P. to Q. 4.
8	P. to Q. B. 4.	Kt. to Q. B. 3.
9	P. takes P.	Kt. to Q. 5.
10	Q. takes P. (ch.)	Q. to K. 2.
11	Q. takes Q. (ch.)	B. takes Q.
12	K. to Q. sq.	B. to K. R. 5.

Black has a decided superiority.

Variation at 9th Move.

	WHITE.	BLACK.
9	Q. Kt. to K. Kt. 5.	P. to Q. 4.
10	Q. takes Q. (ch.)	K. takes Q.

Black has the better game.

SPECIAL OR IRREGULAR OPENINGS.

We now come to those games which are not considered to come under the category of either King's Knight's or King's Bishop's opening. They are as under, viz.:

SPECIAL—

- The French Game.
- Sicilian Game.
- Queen's Knight's Game.
  - Hampe or Vienna Opening.
  - Steinitz Opening.
- Centre Gambit.
- Centre Counter Gambit.
- Fianchetto.

IRREGULAR—

- King's Bishop's Pawn Opening.
- From's Gambit.

OPENINGS ON THE QUEEN'S SIDE—

- Queen's Bishop Pawn Opening (P. to Q. B. 4).
- " Rook Pawn Opening (P. to Q. R. 3).
- " Gambit Accepted.
- " Gambit Evaded.
- " Pawn Irregular.

The consideration of the above might well occupy a space equal to that devoted to the twenty-eight forms of the King's Knights and King's Bishops' openings. Pleasing and useful variations of the King's Bishop Pawn opening and Fianchetto alone might be furnished sufficient to make a small and interesting volume. My time, however, is exhausted, my kind subscribers more or less impatient, and

my good printer, whose zeal and attention to my interest is most highly appreciated, reminds me that the space allotted to the work has already been exceeded. I am reluctantly, therefore, compelled to abbreviate the remaining openings more than I otherwise would have desired. Should, however, the work be successful and justify an extension at a future time, I cannot help adding that those friends who have honored me with their names as subscribers will be entitled to my first consideration.

THE FRENCH GAME.—P. to K. 3 reply for Black's 1st Move.

It is said that the eminent Russian Chess authority, Jaenisch, considered this to be the only perfectly satisfactory answer to P. to K. 4.

We cannot go so far as this, but there appears no doubt that P. to K. 3 for second players first move opens up a very safe line of play for him. Many of the most eminent players have been of opinion that after the few opening moves each party is thrown as much upon his own powers of resource in this as in any form of debut. Mr. Buckle almost invariably adopted it, and his games are amongst the finest and most accurate on record.

It is frequently resorted to in matches, especially where the result depends upon a single game only. The idea has at times prevailed in some quarters that it leads to a dull form of game, but our experience is that such is by no means the case.

The celebrated New York game with Mr. Mason in which Mr. Bird won the Silver Cup prize for greatest brilliancy in the Clipper Tournament was at this opening.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 3.
2	P. to Q. 4.	2	P. to Q. 4.

	WHITE.	BLACK.
3	P. takes P.	P. takes P.
4	Kt. to K. B. 3.	Kt. to K. B. 3.
5	B. to Q. 3.	B. to Q. 3.
6	Castles.	Castles.
7	P. to Q. B. 4.*	P. takes P.
8	B. takes Q. B. P.	B. to K. Kt. 5.
9	B. to K. 3.	P. to Q. B. 3.
10	Q. Kt. to Q. 2.	Q. Kt. to Q. 2.
11	Q. to Q. Kt. 3.	Q. to Q. Kt. 3.
12	Q. to Q. B. 2.	Q. to Q. B. 2.
13	Q. R. to Q. B. sq.	

* Mr. Buckle did not approve of this move.

The game is considered even ; Black may have a very slight shade of advantage owing to White's isolated Pawn.

GAME 2.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 3.
2	B. to Q. Kt. 5.*	P. to Q. R. 3.
3	B. to R. 4.	P. to Q. Kt. 4.
4	B. to Kt. 3,	P. to Q. B. 4.
5	P to Q. 3.	P. to Q. 4.

* This move of Mr. Bird's is we believe worthy of attention, and does not merit the condemnation it has received.

Mr. Wisker, in his notes to a game between Messrs. Bird and Fleissig, thinks that Black gets an advantage here.

6	P. to Q. R. 4.	P. to Q. B. 5.
7	B. to R. 2.	

White although apparently on the defensive, has, we think, the sounder game. Black's position, we believe, so far from being strong will prove to be compromised by the advance of thees Pawns.

GAME 3.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 3.
2	P. to Q. 4.	P. to Q. 4.
3	Kt. to Q. B. 3.	

If Black replies with Kt. to K. B. 3, which is his best move, White cannot play P. to K. 5 with advantage. The corret reply is P. takes P., the game will then become similiar in form to the above No. 1.

WHITE.	BLACK.
	3 K. B. to Q. Kt. 5.

A weak move in this form of opening, the Bishops are more valuable in the centre of the board.

4 P. takes P.	4 P. takes P.
5 Kt. to K. B. 3.	5 Kt. to Q. B. 3.
6 K. B. to Q. 3.	6 Kt. to K. B. 3.
7 Castles.	7 Castles.
8 Kt. to K. 2.	8 Kt. to K. 2.
9 Kt. to K. 5.	

These moves occurred in a game between Steinitz and De Vere at the 1866 Dundee meeting, the precision with which Steinitz takes advantage of the flaw in his opponents opening reminds us of Paul Morphy's play, and renders the remainder of the game worthy of record, it proceeded thus:

No. 137 CHESS MASTERPIECES.

STEINITZ. WHITE.	DE VERE. BLACK.
	9 Kt. to K. Kt. 3.
10 P. to K. B. 4.	10 Kt. to K. 5.
11 P. to Q. B. 3.	11 K. B. to Q. R. 4.
12 B. takes Kt.	12 P. takes B.
13 Kt. to Kt. 3.	13 Kt. takes Kt.
14 B. P. takes Kt.	14 K. B. to Kt. 3.
15 B. to K. 3.	15 P. to K. B. 4.
16 P. takes P. *en passant.*	16 R. takes P.
17 Q. to K. R. 5.	17 P. to K. Kt. 3.
18 Q. to K. R. 6.	18 Q. B. to K. B. 4.
19 B. to K. Kt. 5.	19 Q. to K. B. sq.
20 Q. to K. R. 4.	20 R. to K. 3.
21 R. takes B.	21 P. takes R.
22 R. to K. B.	22 P. to K. 6.
23 R. takes P.	23 Q. to Q. 3.
24 B. to K. B. 6.	Resigns.

SICILIAN GAME.

The Sicilian opening was for many years prior to the great London Chess gathering of 1851 considered a perfectly trustworthy defence. The experience of that Tournament, however, engendered some doubts as to the validity of the Sicilian Defence, and for six or seven years it was out of favor. In 1858 Anderssen adopted it with much success,

and subsequently it again came into favor. We now regard it as a perfectly satisfactory defence, leading in many of its stages to highly interesting forms of game. It may be mentioned, incidentally, that Mr. Kolisch and Mr. Bird spent a day with Mr. Staunton three weeks before his death, and the question of the Sicilian opening was discussed when the great master agreed in considering it a perfectly trustworthy defence.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	P. to Q. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. 3.
4	Kt. takes P.	4	Kt. to K. B. 3.
5	B. to Q. 3.	5	Kt. to Q. B.3.
6	B. to K. 3.	6	B. to K. 2.
7	P. to Q. B. 4.	7	P. to Q. 4.
8	Q. B. P. takes P.	8	P. takes P.
9	P. takes P.	9	Kt. takes P.
10	Kt. takes Kt.	10	P. takes Kt.

The game appears about equal, perhaps White slightly for choice.

Variation 1 at Black's 3d Move.

	WHITE.		BLACK.
		3	Kt. to Q. B. 3.
4	B. to Q. B. 4.	4	P. to K. 3.
5	Kt. takes P.	5	B. to Q. B. 4.
6	Kt. to Q. Kt. 3.	6	B. to Q. Kt. 3.
7	Castles.	7	K. Kt. to K. 2.
8	Kt. to Q. B. 3.	8	P. to Q. R. 3.
9	B. to K. B. 4.	9	P. to K. 4.
10	B. to K. Kt. 3.		

Considered an even game, we rather prefer White's position.

Variation 2 at Black's 3d Move.

	WHITE.		BLACK.
		3	P. to K. 4.
4	B. to Q. B. 4.	4	Q. to Q. B. 2.
5	Q. to K. 2.	5	Kt. to Q. B. 3.
6	Castles.	6	B. to K. 2.

With a Pawn more but an inferior position.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	Kt. to K. B. 3.	2	P. to K. 3.
3	P. to Q. 4.	3	P. takes P.
4	Kt. takes P.	4	Kt. to Q. B. 3.
5	Kt. to Q. Kt. 5.	5	P. to Q. R. 3.
6	Kt. to Q. 6. (ch.)	6	B. takes Kt.*
7	Q. takes B.	7	Q. to K. 2.
8	Q. to K. Kt. 3.	8	P. to K. B. 4.
9	P. to K. 5.	9	Q. to Q. B. 4.
10	Q. takes K. Kt. P.	10	Q. takes K. P. (ch.)
11	Q. takes Q.	11	Kt. takes Q.

* Mr. Alberoni advocated K. to K. 2 at this point.
Equal game.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	B. to Q. B. 4.	2	P. to K. 3.
3	Kt. to Q. B. 3.	3	Kt. to K. 2.
4	Q. to K. 2.	4	Kt. to Q. B. 3.
5	Kt. to K. B. 3.	5	P. to Q. R. 3.
6	P. to Q. 3.	6	Kt. to K. Kt. 3.
7	Castles.	7	B. to K. 2.
8	B. to K. 3.	8	Castles.

There appears no inferiority in Black's game.

GAME 4.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	Kt. to Q. B. 3.	2	Kt. to Q. B. 3.
3	Kt. to K. B. 3.	3	P. to K. 3.
4	P. to Q. 4.	4	P. takes P.
5	Kt. takes P.	5	Kt. to K. B. 3.
6	P. to Q. R. 3.	6	P. to Q. R. 3.
7	B. to Q. B. 4.	7	P. to Q. 4.
8	P. takes P.	8	P. takes P.
9	B. to Q. Kt. 3.	9	B. to Q. B. 4.
10	B. to K. 3.		

The positions are about equal.

GAME 5.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	P. to K. B. 4.	2	P. to K. 3.
3	Kt. to K. B. 3.	3	P. to Q. 4.
4	P. takes P.*	4	P. takes P.
5	P. to Q. 4.	5	Kt. to Q. B. 3.

* P. to K. 5 is not considered good.

The game is even.

GAME 6.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	P. to Q. B. 4.	2	Kt. to Q. B. 3.
3	Kt. to Q. B. 3.	3	P. to Q. R. 3.
4	Kt. to K. B. 3.	4	P. to K. 3.
5	B. to K. 2.	5	K. Kt. to K. 2.
6	P. to Q. 4.	6	P. takes P.
7	Kt. takes P.	7	Kt. to K. Kt. 3.

And White has no superiority.

Variation 1 at White's 2d Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	P. to Q. Kt. 3.	2	Kt. to Q. B. 3.
3	B. to Q. Kt. 2.	3	P. to Q. R. 3.
4	P. to Q. R. 4.	4	P. to K. 3.
5	Kt. to K. B. 3.	5	P. to Q. 3.
6	Kt. to Q. B. 3.	6	Kt. to K. B. 3.
7	B. to K. 2.	7	B. to K. 2.
8	Castles.	8	Castles.
9	P. to Q. 4.	9	P. takes P.
10	Kt. takes P.	10	Q. to Q. Kt. 3.
11	Kt. takes Kt.	11	P. takes Kt.

There appears no advantage.

Variation 2 at White's 2d Move.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. B. 4.
2	P. to K. Kt. 3.	2	P. to K. 3.
3	B. to K. Kt. 2.	3	P. to K. Kt. 3.

	WHITE.	BLACK.
4	P. to Q. B. 3.	B. to K. Kt. 2.
5	Kt. to K. 2.	Kt. to K. 2.
6	P. to Q. 3.	Kt. to Q. B. 3.
7	B. to K. 3.	P. to Q. Kt. 3.

The game is even.

THE VIENNA OPENING; OR, QUEEN'S KNIGHT'S GAME.

This is a perfectly safe and very popular opening. According to Messrs. Staunton and Wormald it was first brought prominently into notice by Mr. Hampe of Vienna. It is favored by Mr. Steinitz who conducts the opening with such remarkable skill and success that his name has become intimately identified with it, and it is frequently termed amongst leading players The Steinitz Opening.

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to K. 4.
2	Kt. to Q. B. 3.	Kt. to Q. B 3.

We prefer B. to Q. B. 4 and also consider Kt. to K. B. 3 slightly better.

3	P. to K. B. 4.	P. takes P.
4	Kt. to K. B. 3.	P. to K. Kt. 4.
5	B. to Q. B. 4.	B. to K. Kt. 2.
6	Castles.	P. to K. Kt. 5.
7	P. to Q. 3.	P. takes Kt.
8	Q. takes P.	B. takes Kt.
9	P. takes B.	Q. to K. B. 3.
10	Q. B. takes P.	P. to Q. 3.

Black is considered to have the better game.

Mr. Steinitz Variation.

	WHITE.	BLACK.
4	P. to Q. 4.	Q. to K. R. 5. (ch.)
5	K. to K. 2.	P. to Q. 4.

	WHITE.		BLACK.
6	Kt. takes Q. P.	6	B. to K. Kt. 5. (ch.)
7	Kt. to K. B. 3.	7	Castles.
8	Q. B. takes P.	8	Kt. to K. B. 3.
9	B. to K. Kt. 3.	9	Q. to K. R. 3.
10	Kt. takes Kt.	10	Q. takes Kt.
11	P. to Q. B. 3.		

White has a superior position.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to Q. B. 3.	2	Kt. to K. B. 3.
3	P. to K. B. 4.	3	P. to Q. 4.
4	P. takes Q. P.	4	Kt. takes P.
5	Kt. takes Kt.	5	Q. takes Kt.
6	P. takes P.	6	Kt. to Q. B. 3.
7	Kt. to K. B. 3.	7	B. to K. Kt. 5.
8	B. to K. 2.	8	Kt. takes P.

Black's position is considered slightly preferable.

Variation at White's 3d Move.

	WHITE.		BLACK
3	B. to Q. B. 4.	3	B. to Q. B. 4.
4	Kt. to K. B. 3.	4	P. t Q. 3.
5	P. to K. R. 3.	5	B. to K. 3.
6	B. to Q. Kt. 3.	6	Castles.
7	P. to Q. 3.	7	Q. Kt. to Q. 2.
	OR,		
3	Kt. to K. B. 3.	3	B. to Q. Kt. 5.
4	Kt. takes P.	4	Q. to K. 2.
5	P. to K. B. 4.	5	P. to Q. 3.
6	Kt. to K. B. 3.	6	B. takes Kt.
7	Q. P. takes B.	7	Kt. takes P.
8	B. to K. 2.	8	Castles.
9	Castles.		

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to Q. B. 3.	2	B. to Q. B. 4.

	WHITE.		BLACK.
3	P. to K. B. 4.	3	P. to Q. 3.
4	Kt. to K. B. 3.	4	Kt. to K. B. 3.
5	B. to Q. B. 4.	5	Kt. to Q. B. 3.

Considered in each case about an equal game.

CENTRE GAMBIT.

This opening may resolve itself into a Scotch Gambit if first player makes for 3d move Kt. to K. B. 3. B. to Q. B. 4. is not quite so good as that, so this opening is inferior to that famous debut.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to Q. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	P. to K. 5.	4	P. to Q. 4.
5	B. to Q. Kt. 3.	5	Kt. to K. 5.
6	Kt. to K. 2.	6	P. to Q. B. 4.
7	P. to K. B. 3.	7	Kt. to K. Kt. 4.
8	Kt. to K. B. 4.	8	P. to Q. B. 5.
9	B. to Q. R. 4. (ch.)	9	Kt. to Q. B. 3.
10	B. takes Kt. (ch.)	10	P. takes B.
11	Q. takes P.	11	Kt. to K. 3.
12	Kt. takes Kt.	12	P. takes Kt.
13	Castles.	13	P. to Q. B. 4.

About equal. Black for choice.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to Q. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	B. to Q. Kt. 5. (ch.)
4	B. to Q. 2.	4	B. to Q. B. 4.
5	B. to Q. B. 4.	5	Kt. to Q. B. 3.
6	B. to K. B. 4.	6	P. to Q. 3.
7	P. to Q. B. 3.	7	P. takes P.

	WHITE.		BLACK.
8	Q. Kt. takes P.	8	B. to K. 3.
9	B. takes B.	9	P. takes B.
10	Q. to Q. Kt. 3.	10	Q. to Q. B. sq.
11	Kt. to K. Kt. 5.	11	Kt. to Q. 5.

Castling on Queen's side would give a fair position.
Black has the better game.

GAME 3.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to Q. 4.	2	P. takes P.
3	P. to Q. B. 3.	3	P. takes P.
4	B. to Q. B. 4.	4	P. takes P.
5	Q. B. takes P.	5	Kt. to K. B. 3.
6	P. to K. 5.	6	B. to Q. Kt. 5. (ch.)
7	Kt. to Q. B. 3.	7	Q. to K. 2.
8	K. Kt. to K. 2.	8	Kt. to K. 5.
9	Castles.	9	Kt. takes Kt.
10	Kt. takes Kt.	10	B. takes Kt.
11	B. takes B.	11	Castles.

And White has not attack enough to compensate for the two Pawns he has sacrificed.

THE CENTRE COUNTER GAMBIT.—P. TO Q. 4. DEFENCE.

With very careful play the second player need not incur any particular disadvantage by this defence. His position, however, is slightly inferior.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to Q. 4.
2	P. takes P.	2	Q. takes P.
3	Kt. to Q. B. 3.	3	Q. to Q. R. 4.
4	P. to Q. 4.	4	P. to Q. B. 3.
5	B. to Q. 2.	5	Q. to Q. B. 2.

Black appears to have a safe position.

GAME 2.

	WHITE.	BLACK.
1	P. to K. 4.	P. to Q. 4.
2	P. takes P.	Kt. to K. B. 3.
3	B. to Q. Kt. 5. (ch.)	B. to Q. 2.
4	B. to Q. B. 4.	P. to Q Kt. 4.
5	B. to Q. Kt. 3.	B. to K. Kt. 5.
6	P. to K. B. 3.	B. to K. B. 4.
7	Q. to K. 2.	P. to Q. R. 3.
8	P. to Q. B. 4.	P. to Q. B. 3.
9	Kt. to Q. B. 3.	P. to Q. Kt. 5.
10	Kt. to Q. sq.	

Considered slightly in White's favor.

THE QUEEN'S GAMBIT.

This is a perfectly sound and very instructive opening, and was much favored by Mr. Harrwitz who played it beautifully, as well as the other Queen's Pawn openings. It is less adopted than those on the King's side.

GAME 1.

	WHITE.	BLACK.
1	P. to Q. 4.	P. to Q. 4.
2	P. to Q. B. 4.	P. takes P.
3	P. to K. 3.	P. to K. 4.
4	B. takes P.	P. takes P.
5	P. takes P.	B. to Q. 3.
6	Kt. to K. B. 3.	Kt. to K. B. 3.
7	Castles.	Castles.

Considered an even game.

GAME 2.

	WHITE.	BLACK.
1	P. to Q. 4.	P. to Q. 4.
2	P. to Q. B. 4.	P. takes P.
3	P. to K. 4.	P. to K. 4.
4	P. to Q. 5.	P. to K. B. 4.
5	B. takes P.	Kt. to K. B. 3.

	WHITE.		BLACK.
6	Kt. to K. B. 3.	6	B. to Q. 3.
7	P. takes P.	7	B. takes P.
8	Castles.	8	Castles.
9	Kt. to Q. B. 3.	9	Q. Kt. to Q. 2.

About an equal game.

Variation at Black's 3d Move.

		3	P. to K. B. 4.
4	P. to K. 5.	4	B. to K. 3.
5	Kt. to Q. R. 3.	5	Kt. to Q. B. 3.
6	B. to K. 3.	6	Kt. to Q. R. 4.
7	Q. to Q. R. 4. (ch.)	7	P. to Q. B. 3.
8	B. to Q. 2.	8	Q. takes P.
9	Q. takes Kt.	9	Q. takes Q. Kt. P.
10	B. to Q. B. 3.	10	Q. to Q. Kt. 3.
11	Kt. takes P.		

White's game is preferable.

The following excellent examples are furnished in Chess Masterpieces, viz. :

Example No. 1.

No. 111 CHESS MASTERPIECES.

	Harrwitz. WHITE.		Morphy. BLACK.
1	P. to Q. 4.	1	P. to K. 3.
2	P. to Q. B. 4.	2	P. to Q. 4.
3	Kt. to K. B. 3.	3	Kt. to K. B. 3.
4	B. to Q. B. 4.	4	P. to Q. R. 3.

Harrwitz won in 55 moves.

Example No. 2.

No. 115 CHESS MASTERPIECES.

	Harrwitz. WHITE.		Morphy. BLACK.
1	P. to Q. 4.	1	P. to K. B. 4.
2	P. to Q. B. 4.	2	P. to K. 3.
3	Kt. to Q. B. 3.	3	Kt. to K. B. 3.
4	B. to K. Kt. 5.	4	B. to K. 2

Morphy won in 54 moves.

Example No. 3.

No. 152 CHESS MASTERPIECES.

	Labourdonnais. WHITE.	Macdonnell. BLACK.
1	P. to Q 4.	P. to Q. 4.
2	P. to Q. B 4.	P. takes P.
3	P. to K. 4.	P. to K. 4.
4	P. to Q. 5.	P. to K. B. 4.

Macdonnell won in 36 moves.

Example No. 4.

No. 157 CHESS MASTERPIECES.

	Blacrburne. WHITE.	Rosenthal. BLACK.
1	P. to Q. 4.	P. to Q. 4.
2	P. to Q. B. 4.	P. takes P.
3	Kt. to K. B. 3.	P, to K. 3.
4	P. to K. 3.	Kt. to K. B. 3.

Rosenthal won in 41 moves.

Note.—The above are remarkably fine games, we much regret having to omit them from this work.

QUEEN'S GAMBIT EVADED.

No. 32 CHESS MASTERPIECES.

	Anderssen. WHITE.	Szen. BLACK.
1	P. to Q. 4.	P. to Q. 4.
2	P. to Q. B. 4.	P. to K 3.
3	P. to K. 3.	Kt. to K. B. 3.
4	Kt. to Q. B. 3.	P. to Q. B. 4.
5	Kt. to K. B. 3.	Kt. to Q B. 3.
6	P. to Q. R. 3.	P. to Q. R. 3.

Won by Szen in 26 moves.

QUEEN'S BISHOP PAWN OPENING.

This is an unexceptionable opening for first player. It is considered by Steinitz and Blackburne much stronger than P. to K. B. 4. We have a preference for the latter move.

In a consultation game played at Vienna, July 19th, 1873, the following were the opening moves:

No. 156 CHESS MASTERPIECES.

	Steinitz, Blackburne & Bird. WHITE.	Anderssen, Paulsen & Rosenthal. BLACK.
1	P. to Q. B. 4.	P. to K. B. 4.
2	P. to K. 3.	P. to K. 3.
3	Kt. to K. B. 3.	Kt. to K. B. 3.
4	P. to Q. R. 3.	P. to Q. B. 4.
5	Kt. to Q. B. 3.	Kt. to Q. B. 3.
6	P. to Q. 4.	P. takes P.
7	P. takes P.	B. to Q. 3.
8	B. to Q. 3.	P. to Q. Kt. 3.
9	Castles.	Castles.
10	K. R. to K. sq.	P. to Q. R. 3.

White for choice.

Anderssen won in 28 moves

No. 61 CHESS MASTERPIECES.

	Barnes. WHITE.	Bodrn. BLACK.
1	P. to Q. B. 4.	P. to K. 4.
2	Kt. to Q. B. 3.	P. to K. B. 4.
3	P. to K. 3.	Kt. to K. B. 3.
4	Kt. to K. R. 3.	P. to Q. B. 4.
5	P. to Q. Kt. 3.	Kt. to Q. B. 3.
6	K. B. to K. 2.	K. B. to K. 2.
7	Q. Kt. to Q. 5.	P. to K. 5.
8	P. to K. B. 3.	P. to Q. 3.
9	Kt. takes K. Kt. (ch.)	K. B. takes Kt.
10	Q. R. to Q. Kt. sq.	Q. to K. 2.

Boden won in 33 moves.

QUEEN'S ROOK PAWN OPENING.

The move of Pawn to Q. R. 3 has been adopted for first move in very important games, it has the highest authority in support of it, being approved by Anderssen, Boden and Steinitz. No doubt it is perfectly sound and good, but rather slow.

No. 98 CHESS MASTERPIECES.

	Anderssen. WHITE.	Morphy. BLACK.
1	P. to Q. R. 3.	P. to K. 4.
2	P. to Q. B. 4	Kt. to K. B. 3.

WHITE. Anderssen.		BLACK. Morphy.	
3	Kt. to Q. B. 3.	3	P. to Q. 4.
4	P. takes P.	4	Kt. takes P.
5	P. to K. 3.	5	Q. B. to K. 3.
6	Kt. to K. B. 3.	6	K. B. to Q. 3.

Morphy won in 42 moves.

No. 136 CHESS MASTERPIECES.

Steinitz. WHITE.		Blackburne. BLACK.	
1	P. to Q. R. 3.	1	P. to K. Kt. 3.
2	P. to Q. 4.	2	B. to K. Kt. 2.
3	P. to K. 4.	3	P. to Q. B. 4.
4	P. takes P.	4	Q. to Q. B. 2.
5	B. to Q. 3.	5	Q. takes P.
6	Kt. to K. 2.	6	Kt. to Q. B. 3.

Steinitz won in 31 moves.

QUEEN'S PAWN IRREGULAR.

The following are good illustrations of irregular openings on Queen's side.

GAME 1.

WHITE.		BLACK.	
1	P. to Q. 4.	1	P. to K. B. 4.
2	P. to K. 4.	2	P. takes P.
3	Q. Kt. to B. 3.	3	P. to K. 3.
4	Q. to K. R. 5. (ch.)	4	P. to K. Kt. 3.
5	Q. to K. 5.	5	Kt. to K. B. 3.
6	B. to K. Kt. 5.	6	B. to K. 2.
7	P. to Q. 5.	7	Castles.
8	B. to K. R. 6.	8	P. to Q. 3.
9	Q. to Q. 4.	9	P. to K. 4.
10	Q. to Q. 2.	10	R. to K. B. 2.

These moves occurred in the celebrated game between Rev. Mr. Owen and Prof. Anderssen in the British Tournament of 1862, Chess Masterpieces No. 22.

No. 70 CHESS MASTERPIECES.

Buckle. WHITE.		Williams. BLACK.	
1	P. to Q. 4.	1	P. to K. 3.
2	P. to Q. B. 4.	2	P. to K. B. 4.

	Buckle. WHITE.	Williams. BLACK.
3	Kt. to K. B. 3.	K. B. checks.
4	Q. B. to Q. 2.	B. takes B. (ch).
5	Q. takes B.	Kt. to K. B. 3.
6	Kt. to Q. B. 3.	P. to Q. Kt. 3.

Buckle won in 58 moves.

No. 79 CHESS MASTERPIECES.

	Hanstein. WHITE.	Der Lasa. BLACK.
1	P. to Q. 4.	P. to Q. B. 4.
2	P. to Q. 5.	P. to K. 4.
3	P. to K. 4.	P. to Q. 3.
4	P. to K. B. 4.	P. to K. B. 4.
5	K. B. to Q. 3.	P. takes K. P.
6	K. B. takes P.	Kt. to K. B. 3.
7	Kt. to Q. B. 3.	K. B. to K. 2.
8	Kt. to K. B. 3.	Castles.
9	P. takes K. P.	P. takes P.
10	Castles.	Kt. takes B.

Hanstein won in 23 moves.

The following game illustrates a form of the opening, and affords a good example of Mr. Staunton's play in his palmy days:

GAME 2.

	Staunton. WHITE.	St. Amant. BLACK.
1	P. to Q. 4.	P. to Q. B. 4.
2	P. to Q. 5.	P. to K. B. 4.
3	Q. Kt. to B. 3.	P. to Q. 3.
4	P. to K. 4.	P. takes P.
5	Kt. takes P.	P. to K. 4.
6	B. to K. Kt. 5.	Q. her R. 4. (ch.)
7	P. to Q. B. 3.	Q. B. to K. B. 4.
8	Q. Kt. to Kt. 3.	B. to K. Kt. 3.
9	B. to Q. 3.	B. takes B.
10	Q. takes B.	P. to K. Kt. 3.*
11	Kt. to K. 2.	B. to K. 2.
12	Q. Kt. to K. 4.	Q. her Kt. 3.
13	Castles K. side.	Q. Kt. to Q. 2.
14	B. takes B.	Kt. takes B.
15	Q. Kt. to K. Kt. 5.	P. to K. R. 3.
16	Kt. to K. 6.	Q. Kt. to K. B. sq.

	WHITE.		BLACK.
17	Kt. takes Kt.	17	R. takes Kt.
18	P. to Q. Kt. 4.	18	P. takes P.†
19	P. takes P.	19	K. to B. 2.
20	K. to R. sq.	20	K. to Kt. 2.
21	P. to K. B. 4.	21	Q. R. to Q. sq.
22	Q. R. to Q. sq.	22	P. to K. R. 4.
23	Q. her B. 3.	23	Q. her Kt. 4.
24	Q. her 2.‡	24	R. to K. B. 4.
25	Kt. to Kt. 3.	25	R. to K. B. 3.
26	P. takes P.	26	R. takes R. (ch).
27	R. takes R.	27	P. takes P.
28	Q. to K. Kt. 5.	28	R. to Q. 2.
29	Q. takes K. P. (ch.)	29	K. to R. 3.

Mate in 4 moves.

* A weak move, B. to K. 2 would be preferable.

† R. to Q. B. is stronger.

‡ Very well played.

The above is one of the games in the celebrated championship match between England and France, played in 1843. Final score:

Staunton, 11. St. Amant, 6. Drawn, 4.

KING'S BISHOP'S PAWN GAME.

This form of opening has become very popular during the past three or four years. It was frequently played in the 1873 match between Bird and Wisker. Anderssen favors this opening. Steinitz prefers P. to Q. B. 4 for first move; and we believe considers that P. to K. B. 4 cannot be played in reply by second player without his obtaining an inferior opening.

GAME 1.

	WHITE.		BLACK.
1	P. to K. B. 4.	1	P. to Q. 4.
2	P. to K. 3.	2	P. to Q. B. 4.
3	Kt. to K. B. 3.	3	P. to Q. R. 3.

We believe that in this position it is disadvantageous for Black to allow his Pawn to be doubled on the Bishop's pile, and we incline to agree with Mr. Steinitz's opinion that P. to Q. R. 3 ought to be played by Black before bringing out his Knight.

4	P. to Q. Kt. 3.	4	Kt. to K. B. 3.

	WHITE.	BLACK.
5	B. to Q. Kt. 2.	P. to K. 3.
6	B. to K. 2.	Kt. to Q. B. 3.
7	Castles.	B. to K. 2.
8	P. to Q. B. 3.	Castles.
9	Kt. to Q. R. 3.	P. to Q. Kt. 4.
10	Kt. to Q. B. 2.	B. to Q. Kt. 2.
11	Kt. to K. sq.	Kt. to K. sq.
12	K. to Q. 3.	P. to K. B. 3 or 4.
13	Kt. to K. B. 2.	

And we consider that the positions are equal, inclining to the opinion, however, that White will get some attack by playing K. to R. sq., R. to K. Kt. and P. to K. R. 3. Black in the meantime moving Kt. to K. B. 3 and advancing his Pawns on Queen's side. In the very interesting and stoutly contested games between Messrs. Wisker and Bird at this opening, the former won games by the strength of his position on Queen's side; the latter about as often carried the day on his King's side.

Illustrative Games.—First 10 Opening Moves.

No. 13 CHESS MASTERPIECES.

	Anderssen. WHITE.	Kolisch. BLACK.
1	P. to K. B. 4.	P. to K. 3.
2	Kt. to K. B. 3.	P. to Q. 4.
3	P. to K. 3.	P. to Q. B. 4.
4	B. to Kt. 5. (ch.)	Kt. to Q. B. 3.
5	B. takes Kt. (ch.)	P. takes B.
6	P. to Q. B. 4.	B to Q. R. 3.
7	Kt. to Q. R. 3.	B. to Q. 3.
8	Castles.	Kt. to K. B. 3.
9	P. to Q. Kt. 3.	Castles.
10	B. to Kt. 2.	Kt. to Q. 2.

Anderssen won in 31 moves.

No. 54 CHESS MASTERPIECES.

	Bird. WHITE.	Rosenthal. BLACK.
1	P. to K. B. 4.	P. to K. 3.
2	P. to K. 3.	P. to K. B. 4.
3	Kt. to K. B. 3.	P. to Q. B. 4.
4	P. to Q. Kt. 3.	Kt. to K. B. 3.
5	B. to Q. Kt. 2.	P. to Q. Kt. 3.
6	Kt. to Q. R. 3.	B. to Q. Kt. 2.
7	P. to Q. B. 4.	B. to K. 2.
8	R. to K. 2.	Kt. to Q. B. 3.
9	Castles.	Castles.
10	Kt. to Q. B. 2.	Q. to K. sq.

Bird won in 60 moves.

No. 68 CHESS MASTERPIECES.

	Buckle. WHITE.	Lowenthal. BLACK.
1	P. to K. B. 4.	P. to K. B. 4.
2	P. to Q. Kt. 3.	Kt. to K. B. 3.
3	P. to K. Kt. 3.	P. to K. 3.
4	B. to Q. Kt. 2.	B. to K. 2.
5	B. to K. Kt. 2.	P. to Q. B. 3.
6	Kt. to Q. B. 3.	Kt. to Q. R. 3.
7	Kt. to K. R. 3.	P. to Q. 3.
8	Castles.	Castles.
9	P. to K. 3.	B. to Q. 2.
10	Q. to K. 2.	P. to K. R. 3.

Buckle won in 41 moves.

No. 145 CHESS MASTERPIECES.

	Bird. WHITE.	Wisker. BLACK.
1	P. to K. B. 4.	P. to Q. B. 4.
2	Kt. to K. B. 3.	Kt. to Q. B. 3.
3	P. to K. 3.	P. to Q. R. 3.
4	B. to K. 2.	P. to K. Kt. 3.
5	Castles.	P. to Q. 4.
6	P. to Q. 4.	P. to K. 3.
7	P. to Q. B. 3.	Kt. to K. B. 3.
8	Q. Kt. to Q. 2.	P. to Q. Kt. 3.
9	Kt. to K. 5.	Kt. takes Kt.
10	K. B. P. takes Kt.	Kt. to Q. 2.

Bird won in 32 moves.

No. 149 CHESS MASTERPIECES.

	Macdonnell. WHITE.	Wisker. BLACK.
1	P. to K. B. 4.	P. to Q. 4.
2	P. to K. 3.	P. to K. Kt. 3.
3	Kt. to K. B. 3.	B. to Kt. 2.
4	B. to K. 2.	P. to Q. B. 4.
5	Castles.	Kt. to Q. B. 3.
6	Q. to K. sq.	Q. to Q Kt. 3.
7	Kt. to Q. R. 3.	Kt. to K. R. 3.
8	K. to R. sq.	P. to Q. R. 3.
9	R. to Q. Kt.	Q. to Q. B. 2.
10	P. to Q. Kt. 3.	Castles.

Wisker won in 30 moves.

KING'S BISHOP'S PAWN GAME.

Pawn to King 4th, or Centre Gambit Reply.

The sacrifice of the King's Pawn by Black at his first move is not a prudent venture. It requires, however, to be met by a proper line of play, or the first player gets involved in difficulties.

GAME 1.

	WHITE.	BLACK.
1	P. to K. B. 4.	1 P. to K. 4.
2	P. takes P.	2 P. to Q. 3.
3	P. takes P.	3 B. takes P.
4	Kt. to K. B. 3.	4 B. to K. Kt. 5.
5	P. to Q. 4.	5 Kt. to Q. B. 3.
6	B. to K. Kt. 5.	6 P. to K. B. 3.
7	B. to K. 3.	

If B. to R. 4 White can take Kt. with B., and then P. with Kt.

		7 Q. to K. 2.
8	B. to B. 2.	8 Castles Q. R.
9	Q. Kt. to Q. 2.	9 Kt. to Q. Kt. 5.
10	P. to Q. R. 3.	

If P. to Q. B. 3, then Kt. mates.

		10 Kt. to Q. 4.
11	P. to Q. B. 4.	11 Kt. to K. B. 5.

Threatening mate on the move.

12	P. to K. 3.	12 Kt. to Q. 4.
13	Kt. to Q. B. 4.	

These moves occurred in 1873, Bird playing White and Mr. Boden Black. If White can outlive the attack, which we think he should, with his extra Pawn he ought to win.

Note.—This strikes us as being a very pretty variation.

THE FIANCHETTO

Leads to a somewhat defensive, if not cramped game, but in the hands of highly original and imaginative players affords far more resource for the second player than is generally

supposed. The eminent amateur, Rev. Mr. Owen, conducts this form of defence with marvellous judgment and ability.

GAME 1.

	WHITE.	BLACK.
1	P. to K. 4.	P. to Q. Kt. 3.
2	P. to Q. 4.	B. to Q. Kt. 2.
3	Kt. to Q. B. 3.	P. to K. 3.
4	P. to Q. R. 3.	

An important move in the opening.

		4 P. to Q. B. 4.
5	B. to K. 3.	5 P. takes P.
6	B. takes P.	6 Kt. to Q. B. 3.
7	B. to K. 3.	7 Kt. to K. B. 3.
8	P. to K. B. 4.	8 B. to K. 2.

White has a better developed game.

EXPERIMENTAL OPENINGS.

Pawn to King's Knight's 4th.

This opening we have adopted for a change on one two occasions, with our friend Mr. Boden. It gives a slightly inferior game to the first player, and has, we fear, little beyond novelty to recommend it.

GAME 1.

	WHITE.	BLACK.
1	P. to K. Kt. 4.	P. to Q. 4.
2	P. to K. 3.	P. to Q. B. 4.
3	P. to K. R. 4.	P. to K. 4.
4	P. to Q. Kt. 3.	P. to Q. R. 3.
5	B. to Q. Kt. 2.	Kt. to Q. B. 3.
6	Kt. to Q. B. 3.	P. to K. B. 4.
7	P. takes P.	B. takes P.
8	B. to K. Kt. 2.	Kt. to K. B. 3.

Black's game is undoubtedly preferable.

The following two forms of defence to the Ruy Lopez

have been kindly submitted to us; both of them, as well as many other valuaed contributions, will have more space allotted to them in my Second Edition (should I ever reach that happy stage) than unfortunately I am able to give at the present time.

Ruy Lopez.

Defence tried by A. P. Barnes, of New York and Brooklyn.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	Kt. to Q. B. 3.
3	B. to Q. Kt. 5.	3	P. to K. Kt. 3.
4	B. takes Kt.	4	Q. P. takes B.
5	Kt. takes K. P.	5	Q. to Q. 5.

Black regains his Pawn with at least an even game.

Variation 1 at White's 4th Move.

	WHITE.		BLACK.
4	P. to Q. 4.	4	Kt. takes P.
5	Kt. takes Kt.	5	P. takes Kt.
6	Q. takes P.	6	Q. to K. B. 3.

About an even game, White perhaps for choice.

Variation 2 at White's 4th Move.

	WHITE.		BLACK.
4	P. to Q. B. 3. best*	4	B. to K. Kt. 2.
5	P. to Q. 4.	5	K. Kt. to K. 2.
6	B. to K. Kt. 5.	6	P. to K. B. 3.
7	B. to K. 3.		

*This move was adopted by Mr. Bird against Mr. A. P. Barnes, who has subsequently informed us that he believes it to be the best.

White's game is preferable.

King's Knight's Opening.—P. to K. Kt. 3. for Black's 2d Move.

This reply for Black at his 2d move is also suggested by

Mr. A. P. Barnes. Black can regain his Pawn, but at the cost of an inferior position.

GAME 1.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	Kt. to K. B. 3.	2	P. to K. Kt. 3.
3	Kt. takes P.	3	Q. to K. 2.
4	P. to Q. 4.	4	P. to Q. 3.
5	Kt. to K. B. 3.	5	Q. takes P. (ch.)
6	B. to K. 2.	6	Kt. to K. 2.
7	Castles.	7	B. to K. Kt. 2.
8	Kt. to Q. B. 3.	8	Q. to K. 3.

Black has a very inferior game.

APPENDIX.

Note at Page 79—Allgaier Gambit.

The illustrative game of Mr. Macdonnell's mentioned at page 79, refers to one of a very interesting character which we had the pleasure of contesting with him in 1873. To the best of our recollection it was won by our accomplished opponent, it was copied by Mr. Wisker at the time, and published in his Chess column of "Land and Water." It does not appear in the books, and not having time to procure it from our friend, the present Chess editor of "Land and Water," we substitute the following Muzio Gambit, as a fair specimen of Mr. Macdonnell's happy style of play.

	Macdonnell. White.		Bird. Black.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	B. to Q. B. 4.	4	P. to K. Kt. 5.
5	Castles.	5	P. takes Kt.
6	Q. takes P.	6	Q. to B. 3.
7	P. to K. 5.	7	Q. takes K. P.
8	P. to Q. 3.	8	B. to K. R. 3.
9	Kt. to Q. B. 3.	9	Kt. to K. 2.
10	B. to Q. 2.	10	Kt. to Q. B. 3.
11	Q. R. to K. sq.	11	Q. to Q. B. 4. (ch.)*
12	K. to R. sq.	12	Kt. to K. 4.
13	Q. to K. R. 5.	13	B. to Kt. 2.
14	Q. B. takes P.	14	P. to Q. 3.
15	B. takes Kt.	15	B. takes B.
16	R. takes K. B. P.	16	K. to Q. sq.
17	R. takes Kt.	17	K. takes R.
18	Q. to K. B. 7. (ch.)	13	K. to Q. sq.

* The check is bad, Q. to K. B. 4 is the correct move.

	WHITE.	BLACK.
19	Kt. to Q. 5.	19 R. to K. sq.
20	B. to Q. Kt. 5 and mate in 2 moves.	

See Diagram No. 12.

As a matter of interest, and for the correct information of Chess readers, some regard should, we think, be had to the score of players when recording their games. In Mr. Gossip's large and handsome book on the Chess openings, six or seven games are given as lost by Mr. Bird to him, but not one gained. The fact is that Mr. Bird won in the ratio of at least five to one from Mr. Gossip. This result was explained by the London Chess Journals on the appearance of Mr. Gossip's book, but has never been referred to by ourselves until now. Mr. Gossip's justification was unique in its way, he said: "I have published all the games I have won of Mr. Bird, he is at liberty to publish those he won from me."

KIESERITZKY GAMBIT.

Variation in Game 1, Form 2—Kt. to K. B. 3 Defence at Black's 14th Move.

	WHITE.	BLACK.
		14 Q. to K. B. 4.
15	B. takes P. (ch.)	15 K. to B. sq.
16	B. takes Kt.	16 B. takes Kt.
17	Castles.	17 B. to Q. B. 2.

And it appears to us that Black should win.

MUZIO GAMBIT.

GAME 1.

	WHITE.	BLACK.
25	P. to Q. Kt. 3.	25 Q. to Q. Kt. 5. (ch.)
26	P. to Q. B. 4.	26 Q. to Q. B. 3.
27	Kt. to Q. 5.*	27 R. to K. sq.
28	B. takes R.	28 Q. takes B.
29	Q. takes Q. (ch.)	29 K. takes Q.
30	Kt. takes P. (ch.) and wins.	

* We can see no satisfactory reply for Black.

ALLGAIER.

Variation at White's 7th Move.

GAME 2.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	P. to K. R. 4.	4	P. to K. Kt. 5.
5	Kt. to K. Kt. 5.	5	P. to K. R. 3.
6	Kt. takes B. P.	6	K. takes Kt.
7	Q. takes Kt. P.	7	Kt. to K. B. 3.
8	Q. takes B. P.		

It was considered formerly that at this stage of the game White's attack was irrestible, B. to Q. 3 however is now considered the key move to a perfectly satisfactory defence as follows:

		8	B. to Q. 3.
9	B. to Q. B. 4. (ch.)	9	K. to Kt. 2,
10	Q. to K. B. 3.	10	R. to K. B. sq.
11	Castles.		

If P. to Q. 4. Black can safely take K. P.

B. to B. 4. (ch.)

And Black can play P. to Q. 3, or even P. to Q. 4. with a piece more, and quite a safe position.

KIESERITZKY GAMBIT.

B. to K. Kt. 2 Defence.

	WHITE.		BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	Kt. to K. B. 3.	3	P. to K. Kt. 4.
4	P. to K. R. 4.	4	P. to K. Kt. 5.
5	Kt. to K. 5.	5	B. to K. Kt. 2.
6	Kt. takes Kt. P.	6	P. to Q. 4.
7	Q. takes Q. P.	7	Q. to K. 2. (ch.)
8	K. to B. 2.	8	B. to Q. 5. (ch.)
9	K. to B. 3.	9	B. takes Kt. (ch.)
10	K. takes B.	10	Kt. to B. 3. (ch).

And wins.

Kt. to Q. B. 3 Defence Move, Omitted in 2nd Variation.—Page 87.

WHITE.	BLACK.
6 P. to Q. 4.	6 Q. to K. 2.

BISHOP'S GAMBIT.

Kt. to K. B. 3 Defence.

Game between Anderssen and Morphy, referred to at p. 187.

	Anderssen. WHITE.		Morphy. BLACK.
1	P. to K. 4.	1	P. to K. 4.
2	P. to K. B. 4.	2	P. takes P.
3	B. to Q. B. 4.	3	Kt. to K. B. 3.
4	P. to K. 5.	4	P. to Q. 4.
5	B. to Kt. 3.	5	Kt. to K. 5.
6	Kt. to K. B. 3.	6	B. to K. Kt. 5.
7	Castles,	7	Kt. to Q. B. 3.
8	B. to R. 4.	8	P. to K. Kt. 4.
9	B. takes Kt. (ch.)	9	P. takes B.
10	P. to Q. 4.	10	P. to Q. B. 4.
11	P. to Q. B. 3.	11	B. to K. 2.
12	P. to Q. Kt. 4.	12	P. takes Kt. P.
13	P. takes P.	13	Castles.
14	Q. to Kt. 3.	14	R. to Q. Kt. sq.
15	P. to Q. R. 3.	15	P. to Q. B. 4.
16	Kt. to Q. B. 3.	16	Kt. takes Kt.
17	Q. takes Kt.	17	P. takes Kt. P.
18	P. takes P.	18	B. takes P.
19	Q. to Q. 3.	19	P. to Q. R. 4.
20	P. to K. R. 4.	20	P. to K. R. 3.
21	P. takes P.	21	P. takes P.
22	P. to Kt. 3.	22	R. to Kt. 3.
23	R. to R. 2.	23	R. to K. Kt. 3.
24	R. to K. Kt. 2.	24	B. to K. R. 6.
25	P. to K. 6.	25	B. takes R.
26	P. takes P. (ch.)	26	K. to Kt. 2.
27	K. takes B.	27	Q. to Q. B. sq.
28	Kt. to K. 5.	28	R. to R. 3.
29	P. takes P.	29	K. K. to R. sq.
30	P. takes P,	30	R. to R. 7. (ch.)
31	K. to Kt. sq.	31	R. to R. 8. (ch.)
32	K. to B. 2.	32	K. R. to R. 7. (ch.)
33	K. to K. 3.	33	R to R. 6. (ch.)
34	Kt. to B. 3.	34	R. takes Kt. (ch.
35	R. takes R.	35	Q. takes B. (ch.)

And mate in 2 moves.

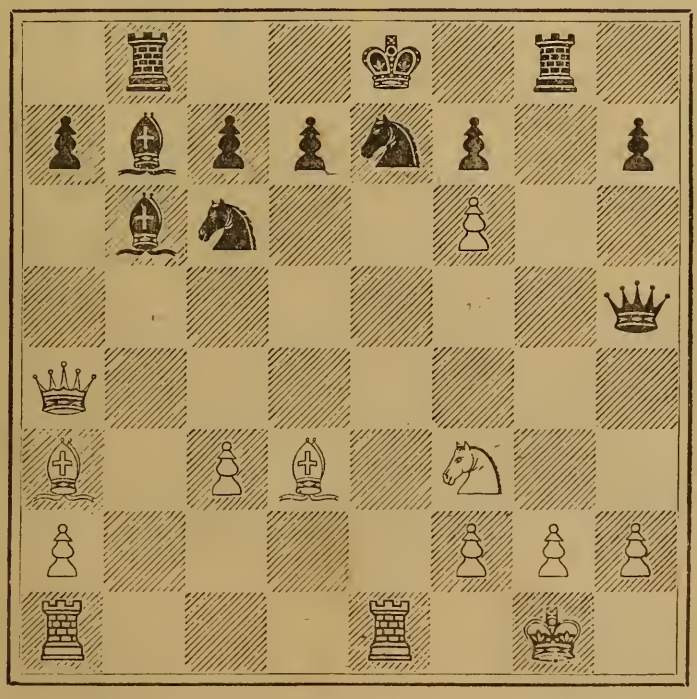
NOTEWORTHY POSITIONS WHERE REMARKABLY FINE COMBINATIONS OCCURRED.

Evans Gambit.

Mr. ANDERSSEN and Mr. DUFRESNE.

Number 5 in Chess Masterpieces at White's 19th move.

BLACK.



WHITE.

Anderssen. White.		Dufresne. Black.	
19	Q. R to Q. sq.	19	Q. takes Kt.
20	R. takes Kt. (ch.)	20	Kt. takes R.
21	Q. takes Q. P. (ch.)	21	K. takes Q.
22	B. to K. B. 5. (ch.)	22	K. to K. sq.
23	B. to Q. 7. (ch.)	23	K. to B. or Q.
24	B. takes Kt mate.		

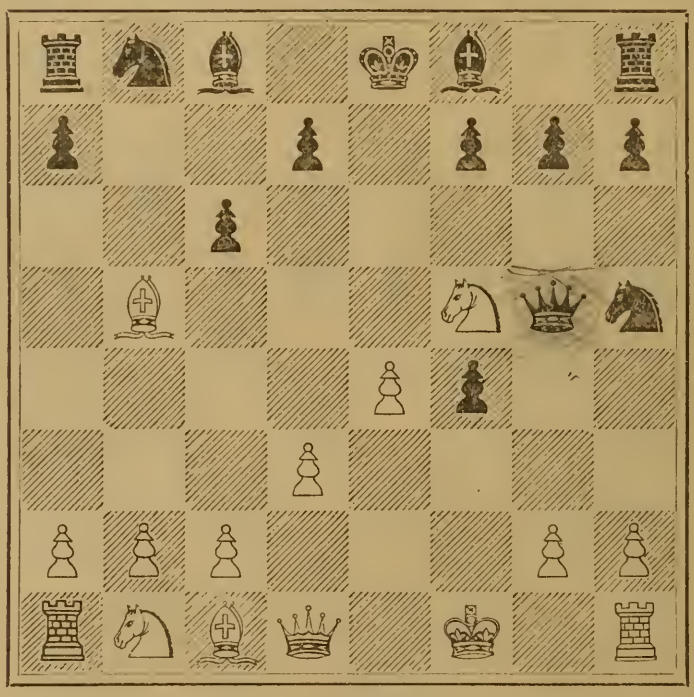
NOTEWORTHY POSITIONS—Continued.

Bishop's Gambit.

Mr. ANDERSSEN and Mr. KIESERITZKY.

Number 9 in Chess Masterpieces at White's 10th move.

BLACK.



WHITE.

	Anderssen. WHITE.	Kieseritzky. BLACK.
10	P. to K. Kt. 4.	Kt. to K. B. 3.
11	R. to K. Kt. sq.	P. takes B.
12	P. to K. R. 4.	Q. to K. Kt. 3.
13	P. to K. R. 5.	Q. to Kt. 4.
14	Q. to K. B. 3.	Kt. to Kt. sq.
15	B. takes P.	Q. to K. B. 3.
16	Kt. to Q. B. 3.	B. to B. 4.
17	Kt. to Q. 5.	Q. takes Q. Kt. P.
18	B. to Q. 6.	B. takes K. R.
19	P. to K. 5.	Q. takes R. (ch.)
20	K. to K. 2.	Kt. to Q. R. 3.
21	Kt. takes Kt. P. (ch.)	K. to Q. sq.
22	Q. to B. 6. (ch.)	Kt. takes Q.
23	B. to K. 7. mate.	

NOTEWORTHY POSITIONS—Continued.

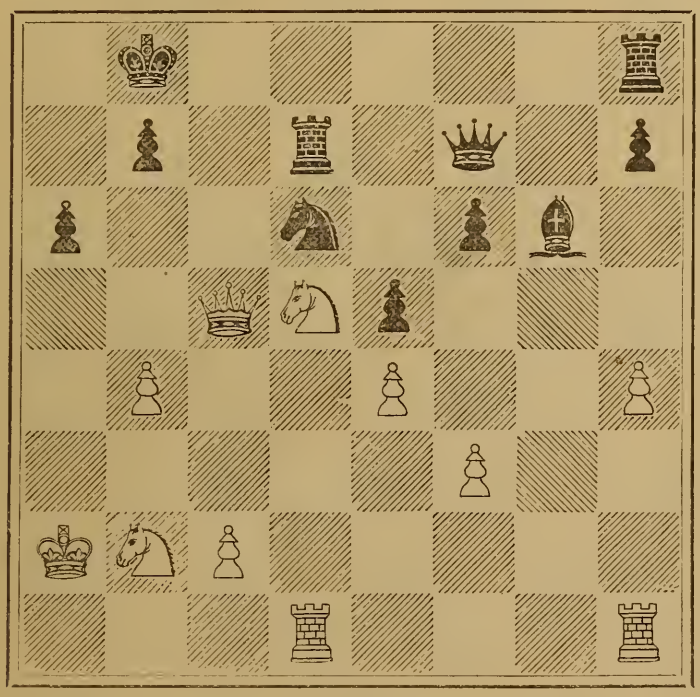
Cup Game—New York, 1877.

Unanimously awarded by the judges as first in brilliancy, and entitled to the prize in the New York Clipper Tournament.

Mr. BIRD and Mr. MASON.

French Opening—At White's 29th move.

BLACK.



WHITE.

Bird. WHITE.	Mason. BLACK.
29 P. to Q. R. 5.	29 B takes P.
30 R. takes B.	30 Q. R. to K. B.
31 R. to R 6.	31 R. takes Q.
32 P. takes R.	32 Kt. to Q. sq.
33 Q. Kt. to B. 4.	33 Q. to Q. B. sq.
34 Q. Kt. to Kt. 6.	34 R. to K.
35 K. Kt. takes P.	35 Q. to B. 2. (ch.)
36 K. Kt. to K. 5.	36 Q. takes B. P.
37 R. to K. 3.	37 Q. to Q. 7.
38 K. to Kt 2.	38 Q. takes Q. P.
39 P. to B. 6.	39 P. takes P.
40 R. takes P.	40 Kt. to K. 3.
41 R. to K Kt. 3.	41 Kt. to Kt. 4.
42 K. Kt. to Kt. 4.	42 K. to Kt. 2.
43 Q. Kt. to B. 4.	43 Q. to K. 5. (ch.)
44 K. to R. 2	44 K. to R. 2.
45 Q. Kt. to R. 5. (ch.)	45 K. to R.
46 R. takes R. P.	46 Q. to Q B. 7.
47 Q. Kt. to B. 6.	47 R. to K. 2.
48 K. to Kt. 2.	48 P. to Q. 5.
49 K. Kt. to K. 5.	49 Q. to Q. B.
50 Kt. to Kt. 6. (ch.)	50 K. to Kt. 2.
51 Kt. takes R. (dis. ch.) and wins.	

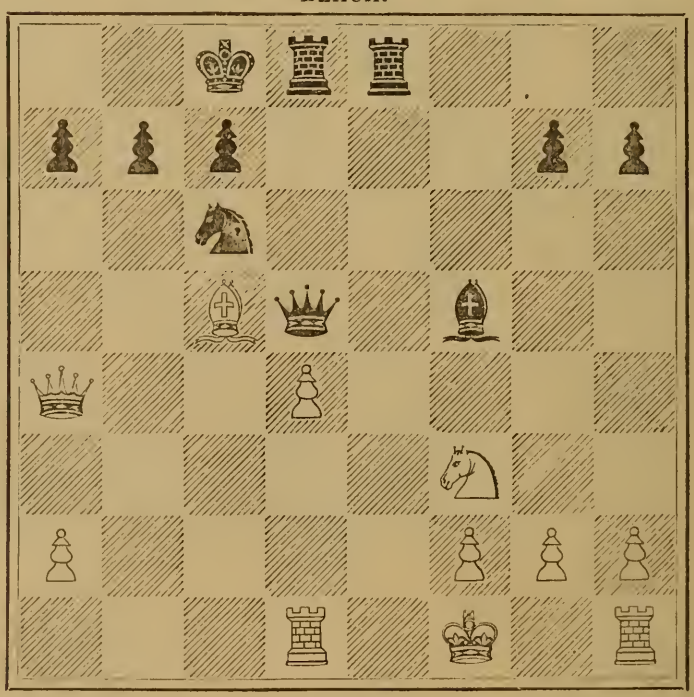
NOTEWORTHY POSITIONS—Continued.

King's Bishop's Game.

Mr. BODEN and Rev. G. A. MACDONNELL.

Number 64 in Chess Masterpieces at Black's 20th move.

BLACK.



WHITE.

Macdonnell. WHITE.		Boden. BLACK.	
		20	Q. takes Kt.
21	P. takes Q.	21	B. to K. R. 6. (ch.)
22	K. to Kt. sq.	22	R. to K. 3.
23	Q. to Q. B. 2.	23	Q. R. takes Q. P.
24	B. takes Q. R.	24	Kt. takes B.
			And wins.

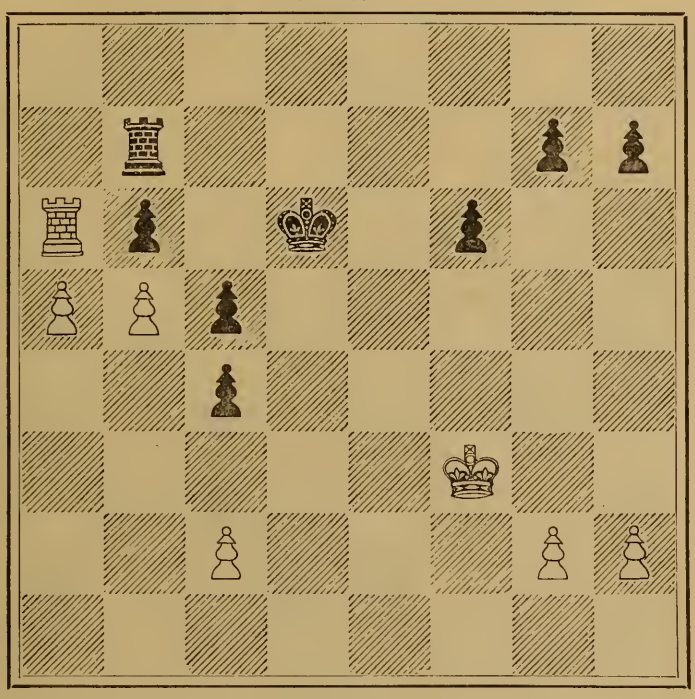
NOTEWORTHY POSITIONS—Continued.

King's Bishop's Opening.

Mr. MORPHY and Mr. BODEN.

No. 108 in Chess Masterpieces at White's 38th move.

BLACK.



WHITE.

This position is one of special interest as having arisen in one of the finest contested games between Morphy and Boden, the latter (White) having now the move played P. takes P., and the game was drawn; if, however, he had played R. takes P. he could have won the game. The position is very instructive, and quite worthy the attention of the student. The game proceeds thus:

Boden. White.		Morphy. Black.
38	P. takes P.	38 K. to K. 3.
39	K. to K. 3.	39 P. to K. Kt. 4.
40	P. to K. Kt. 4.	40 K. to Q. 3.
41	K. to K. 4.	41 K. to K. 3.

Drawn by mutual consent.

VARIATION.

38	R. takes P. (ch.)	38 R. takes R.
39	P. takes R.	
And White must win.		39 K. to Q. 2.
40	K. to K. 4.	40 K. to Q. B.
41	K. to Q. 5.	41 K. to Kt. 2.

42 K. takes P. at B. 5, and must win through an extra Pawn on Queen's side.

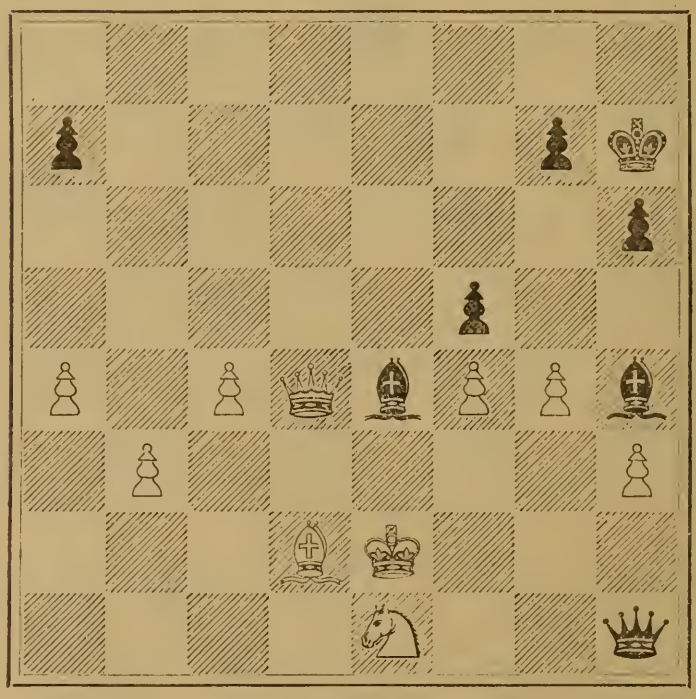
NOTEWORTHY POSITIONS—Continued.

Ruy Lopez Attack.

Mr. NEUMAN and Mr. KOLISCH.

AT BLACK'S 35th MOVE.

BLACK.



WHITE.

Neuman. WHITE.		Kolisch. BLACK.
		35 P. to K. B. 4.
36	P. takes P.	36 Q. to K. R. 7. (ch.)
37	K. to Q. sq.	37 B. takes Kt.
38	K. takes B.	38 Q. to R. 8. (ch.)
39	K. to B. 2.	39 Q. to B. 6. (ch.)
40	K. to K. sq.	40 B. to Q. 6.
41	Q. to K. B. 2.	41 Q. to R. 8. (ch.)
42	Q. to K. B.	42 Q. takes Q. mate.

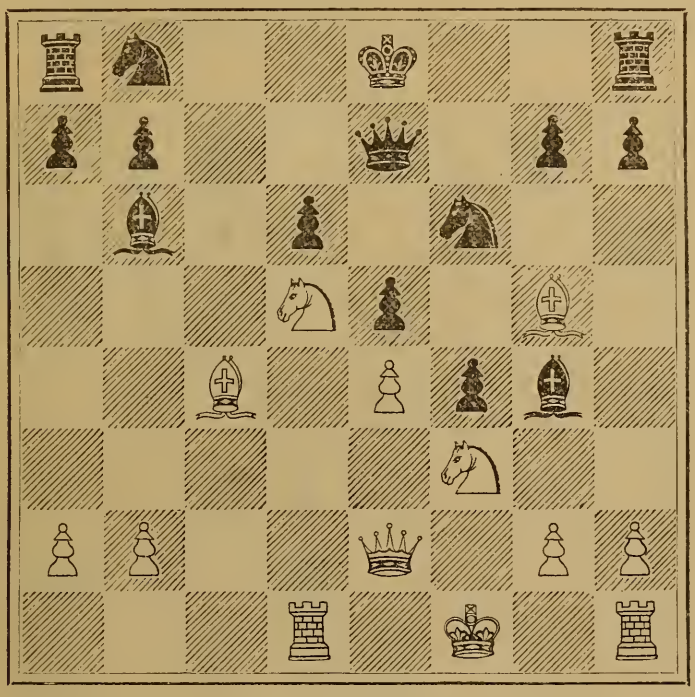
NOTEWORTHY POSITIONS—Continued.

Queen's Gambit.

Mr. LABOURDONNAIS and Mr. MACDONNELL.

Number 153 in Chess Masterpieces at Black's 13th move.

BLACK.



WHITE.

Labourdonnais. WHITE.		Macdonnell. BLACK.
		13 Kt. takes Kt.
14	P. takes Q.	14 Kt. to K. 6. (ch.)
15	K. to K. sq.	15 K. takes B.
16	Q. to Q. 3.	16 R. to Q. sq.
17	R. to Q. 2.	17 Kt. to Q. B. 3.
18	P. to Q. Kt. 3.	18 B. to Q. R. 4.
19	P. to Q. R. 3.	19 Q. R. to B.
20	R. to K. Kt.	20 P. to Q. Kt. 4.
21	B. takes P.	21 B. takes Kt.
22	P. takes B.	22 Kt. to Q. 5.
23	B. to B. 4.	23 Kt. takes P. (ch.)
24	K. to B. 2.	24 Kt. takes Q. R.
25	R. takes P. (ch.)	25 K. to B. 3.
26	R. to B. 7. (ch.)	26 K. to Kt. 3.
27	R. to Q. Kt. 7.	27 Q. Kt. takes B.
28	P. takes Kt.	28 R. takes P.
29	Q. to Q. Kt.	29 B. to Kt. 3.
30	K. to B. 3.	30 R. to B. 6.
31	Q. to R. 2.	31 Kt. to B. 5. (dis. ch.)
32	K. to Kt. 4.	32 R. to K. Kt. sq.
33	R. takes B.	33 P. takes R.
34	K. to R. 4.	34 K. to B. 3.
35	Q. to K. 2.	35 R. to Kt. 3.
36	Q. to R. 5.	36 Kt. to K. 6 and wins.

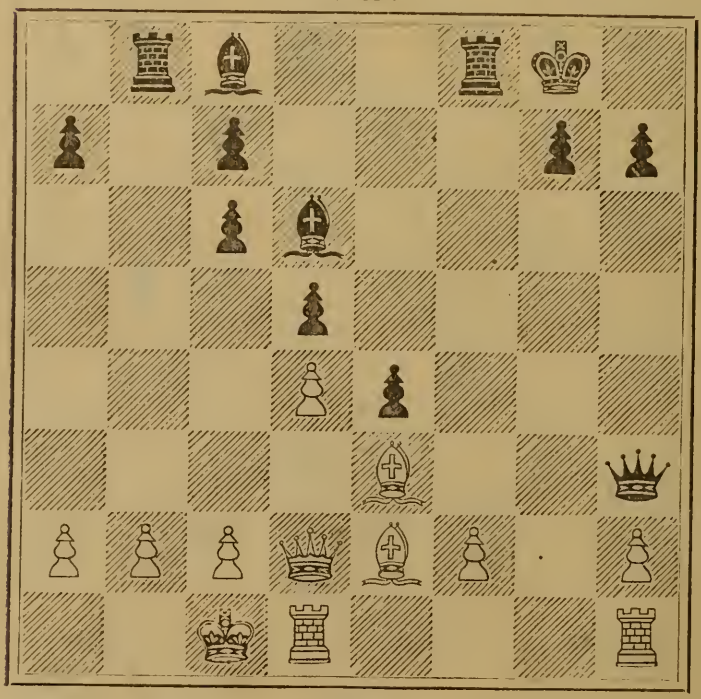
NOTEWORTHY POSITIONS—Continued.

Philidor's Defence.

Mr. MORPHY and Mr. BIRD.

No. 104 in Chess Masterpieces at Black's 17th move.

BLACK.



WHITE.

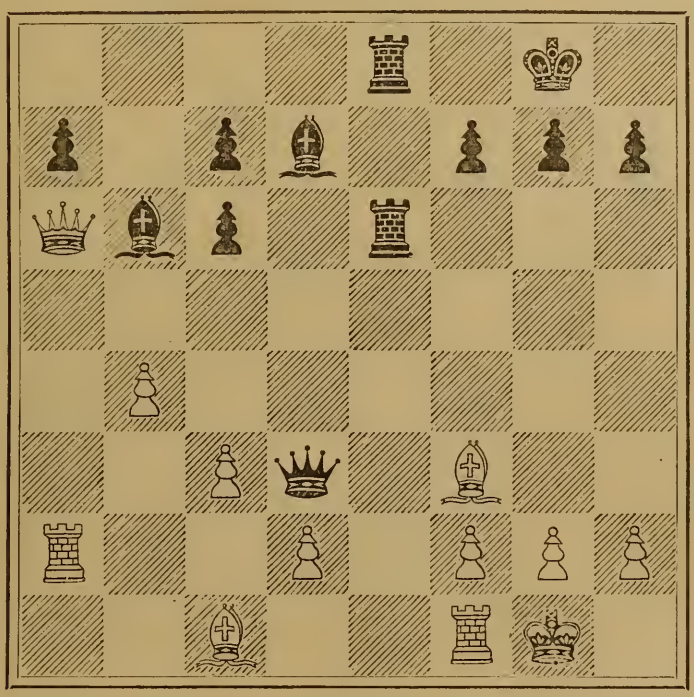
Bird. WHITE.		Morphy. BLACK.
		17 K. R. takes K. B. P.
18	B. takes R.	18 Q. to Q. R. 6.
19	P. to Q. B. 3.	19 Q. takes Q. R. P.
20	P. to Q. Kt. 4.	20 Q. to Q. R 8. (ch.)
21	K. to Q. B. 2.	21 Q. to Q. R. 5. (ch.)
22	K. to Q. Kt. 2.	22 B. takes Q. Kt. P.
23	P. takes B.	23 R. takes P. (ch.)
24	Q. takes R.	24 Q. takes Q. (ch.)
25	K. to Q. B. 2.	25 P. to K. 6.
26	B. takes P.	26 B. to K. B. 4. (ch.)
27	R. to Q. 3.	27 Q. to Q. B. 5. (ch.)
28	K. to Q. 2.	28 Q. to Q. R. 7. (ch.)
29	K. to Q. sq.	29 Q. to Q. Kt. 8. (ch.)
	Resigns.	

NOTEWORTHY POSITIONS—Continued.

Mr. PAULSEN and Mr. MORPHY.

Number 124 in Chess Masterpieces at Black's 17th move.

BLACK.



WHITE.

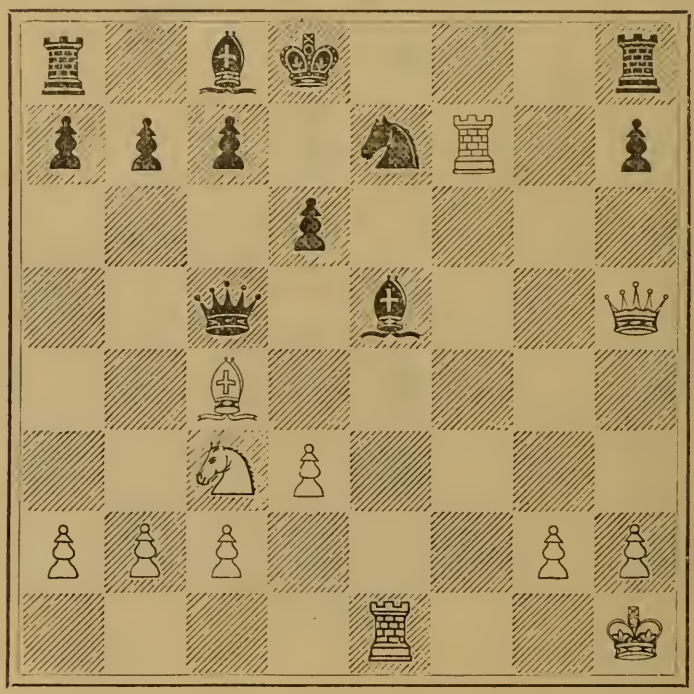
Paulsen. WHITE.		Morphy. BLACK.	
		17	Q. takes B.
18	P. takes Q.	18	R. to Kt. 3. (ch.)
19	K. to R. sq.	19	B. to R. 6.
20	R. to Q.	20	B. to Kt. 7. (ch.)
21	K. to Kt.	21	B. takes P. (dis. ch.)
22	K. to B.	22	B. to Kt. 7. (ch.)
23	K. to Kt.	23	B. to R. 6 (dis. ch.)
24	K. to R.	24	B. takes P.
25	Q. to K. B.	25	B. takes Q.
26	R. takes B.	26	R. to K. 7.
27	R. to Q. R. 6.	27	R. to K. R. 3.
28	P. to Q. 4.	28	B. to K. 6 and wins.

NOTEWORTHY POSITIONS—Continued.

Rev. G. A. MACDONNELL and Mr. BIRD.

AT WHITE'S 17th MOVE.

BLACK.



WHITE.

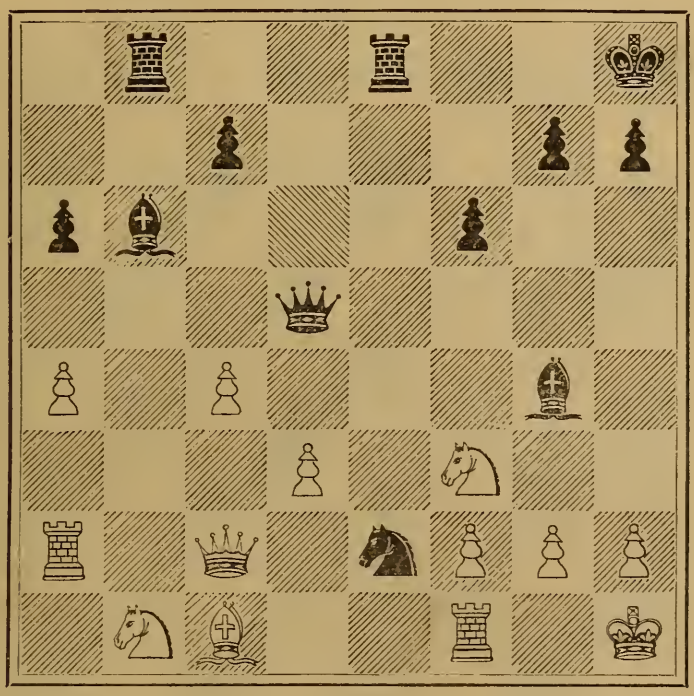
Macdonnell. WHITE.		Bird. BLACK.	
17	R. takes Kt.	17	K. takes R.
18	Q. to B. 7. (ch.)	18	K. to Q. sq.
19	Kt. to Q. 5.	19	R. to K. sq
20	B. to Q. Kt. 5 and wins.		

NOTEWORTHY POSITIONS—Continued.

Mr. HORWITZ and Mr. STAUNTON.

No. 27 in Chess Masterpieces at Black's 22d move.

BLACK.



WHITE.

Horwitz. WHITE.		Staunton. BLACK.
		22 Q. takes Kt.
23	P. to K. R. 3.	23 B. takes K. B. P.
24	Kt. to Q. 2.	24 Kt. to K. Kt. 6. (ch.)

And Black mates in 4 moves.

THUS

25	K. to R. 2.	25 Q. to K. B. 5.
26	R. takes B.	26 Kt. to B. 8. (dis. ch.)
27	K. to Kt. sq.	27 Q. to R. 7. (ch.)
28	K. takes Kt.	28 Q. to K. R. 8. mate.

OR

25	K. to R. 2.	25 Q. to K. B. 5.
26	Kt. to K. B. 3.	26 Kt. takes R. (dis. ch.)
27	K. to R. sq.	27 Q. to K. R. 7. (ch.)
28	Kt. takes Q.	28 Kt. mates.

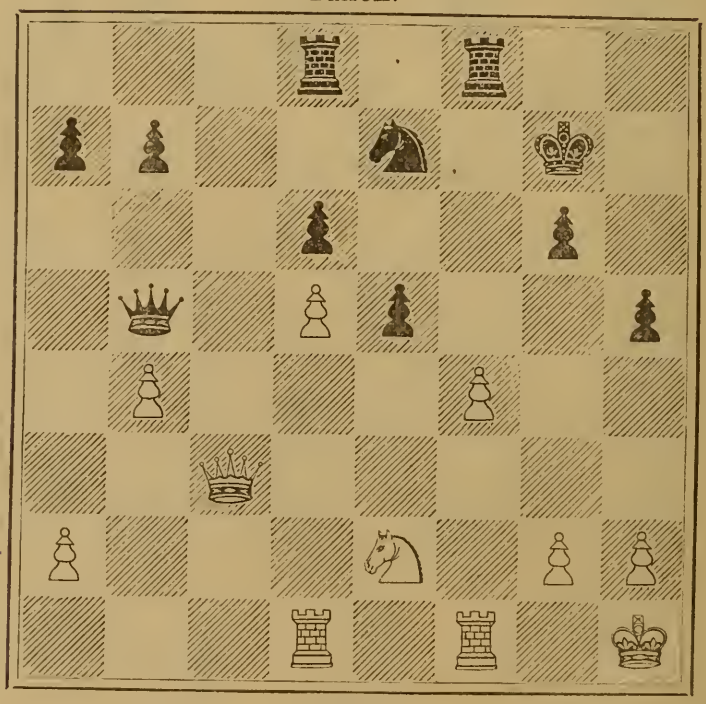
NOTEWORTHY POSITIONS—Continued.

Queen's Pawn Irregular.

Mr. STAUNTON and Mr. St. AMANT.

AT WHITE'S 24th MOVE.

BLACK.



WHITE.

Staunton. WHITE.		St. Amant. BLACK.	
24	Q. to Q. 2.	24	R. to K. B. 4.
25	Kt. to Kt. 3.	25	R. to K. B. 3.
26	P. takes P.	26	R. takes R. (ch.)
27	R. takes R.	27	P. takes P.
28	Q. to K. Kt. 5.	28	R. to Q. 2.
29	Q. takes K. P. (ch.)	29	K. to R. 3.

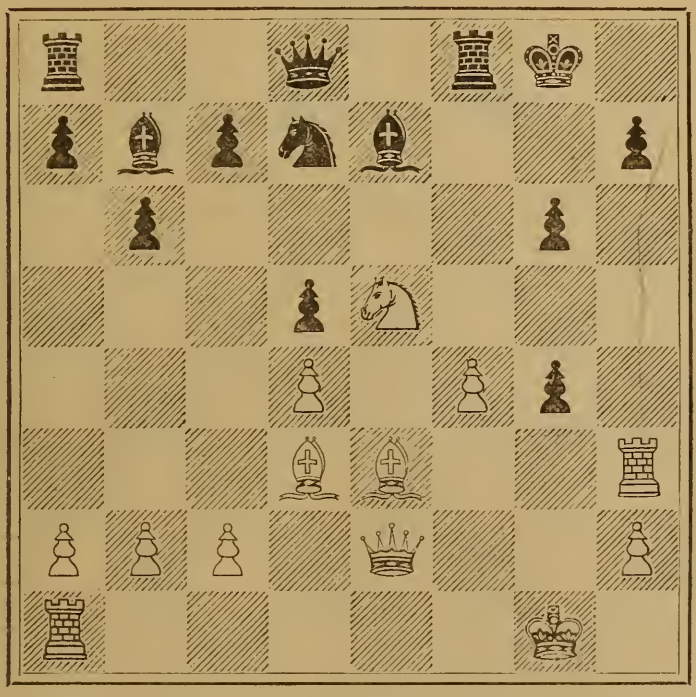
Mate in 4 moves.

NOTEWORTHY POSITIONS—Continued.

Mr. STEINITZ and Mr. MONGREDIEN.

No. 141 in Chess Masterpieces at White's 16th move.

BLACK.



WHITE.

Steinitz. WHITE.		Mongredien. BLACK.	
16	R. takes K. R. P.	16	Kt. takes Kt.
17	B. P. takes Kt.	17	K. takes R.
18	Q. takes P.	18	K. R. to K. Kt.
19	Q. to K. R. 5. (ch.)	19	K. to Kt. 2.
20	Q. to R. 6. (ch.)	20	K. to B. 2.
21	Q. to R. 7. (ch.)	21	K. to K. 3.
22	Q. to R. 3. (ch.)	22	K. to B. 2.
23	R. to K. B. (ch.)	23	K. to K. sq.
24	Q. to K. 6.	24	R. to K. Kt. 2.
25	B. to K. Kt. 5.	25	Q. to Q. 2.
26	B. takes K. Kt. P. (ch.)	26	R. takes B.
27	Q. takes R. (ch.)	27	K. to Q. sq.
28	R. to K. B. 8. (ch.)	28	Q. to K. sq.
29	Q. takes Q. mate.		

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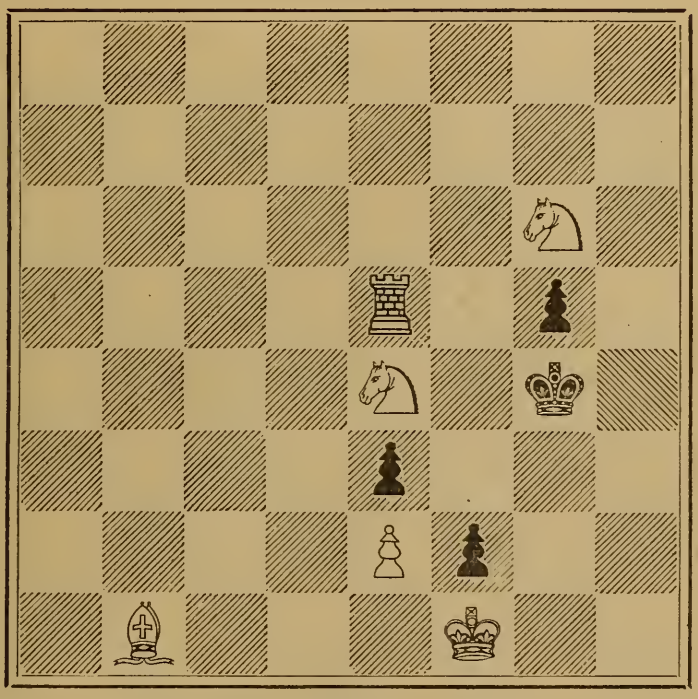
PROBLEM BY W. ATKINSON, ESQ.,

MONTREAL.

BLACK.

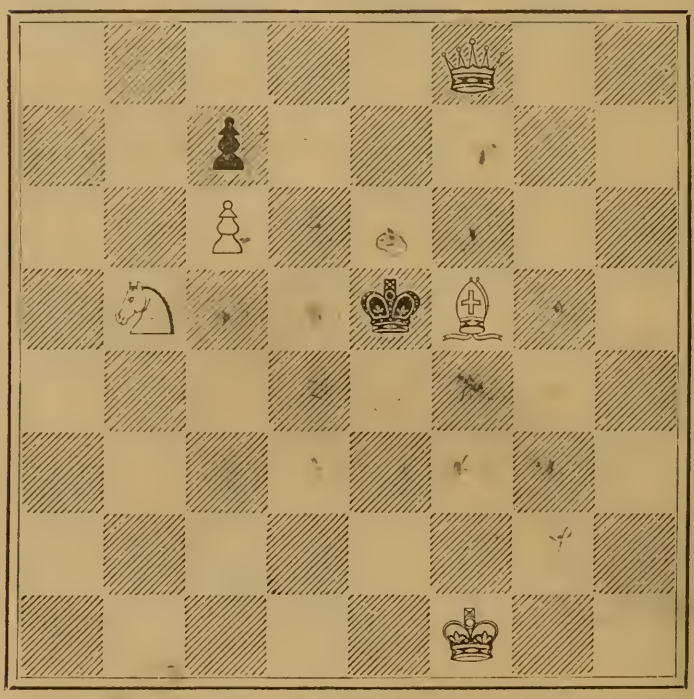


WHITE.

White to play and give mate in 3 moves.

PROBLEM BY A. P. BARNES, ESQ.

BLACK.



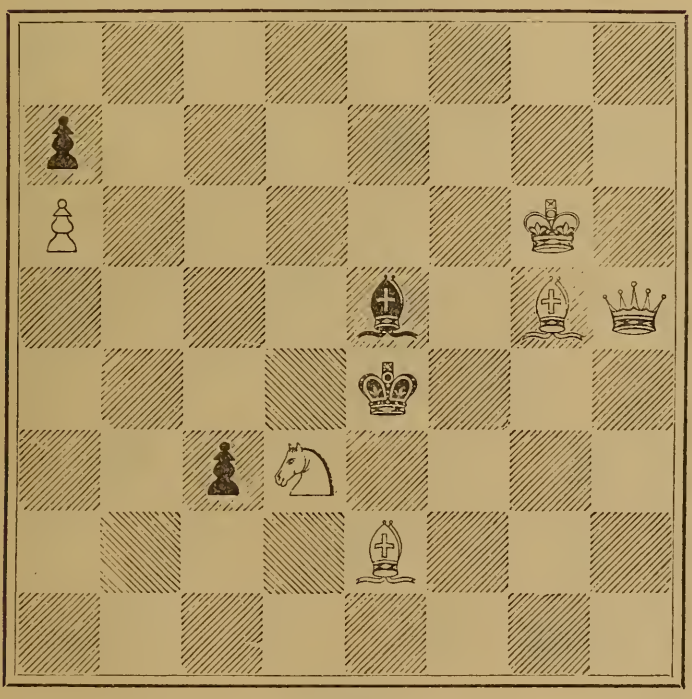
WHITE.

White to play and give mate in 3 moves.

PROBLEM BY GEO. E. CARPENTER, ESQ.,

TARRYTOWN, N. Y.

BLACK.



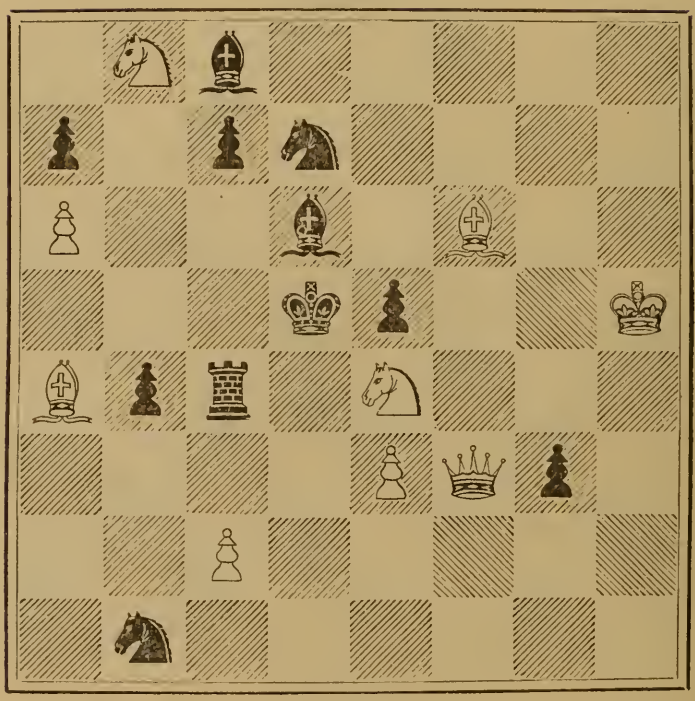
WHITE.

White to play and give mate in 4 moves.

PROBLEM BY E. B. COOK, ESQ.,

HOBOKEN, N. J.

BLACK.

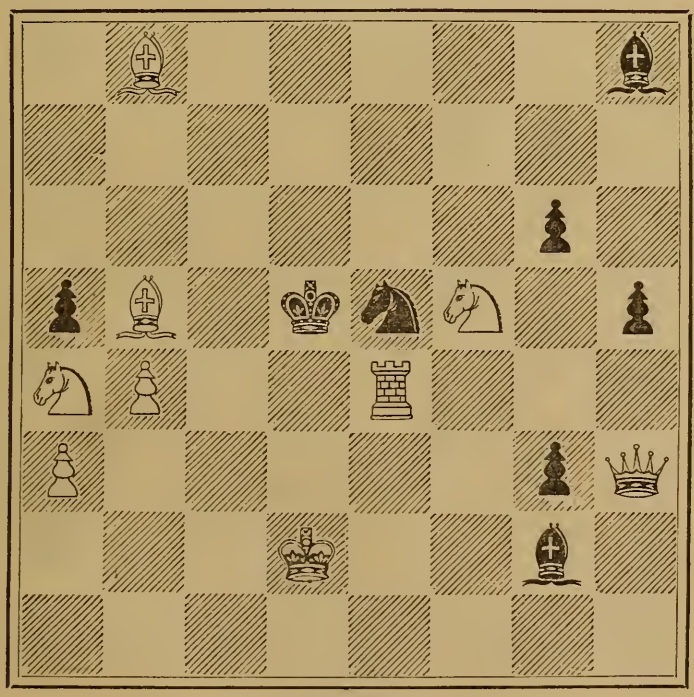


WHITE.

White to play and give mate in 5 moves.

PROBLEM BY CHAS. A. GILBERG, ESQ.

BLACK.



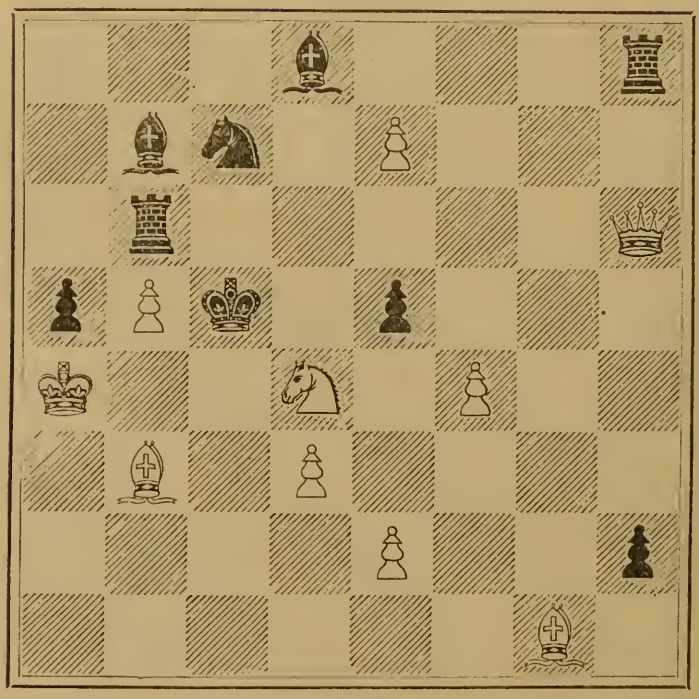
WHITE.

White to play and give mate in 3 moves.

PROBLEM BY J. HENDERSON, ESQ.,

MONTREAL.

BLACK.



WHITE.

White to play and give mate in 3 moves.

PROBLEM BY CHAS. MOHLE, ESQ.

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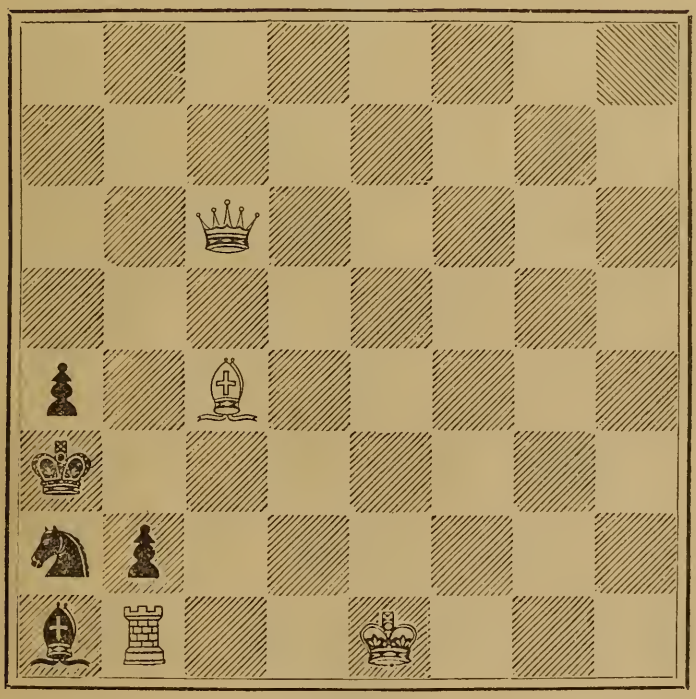

WHITE.

White to play and give mate in 4 moves.

PROBLEM BY DR. C. C. MOORE.

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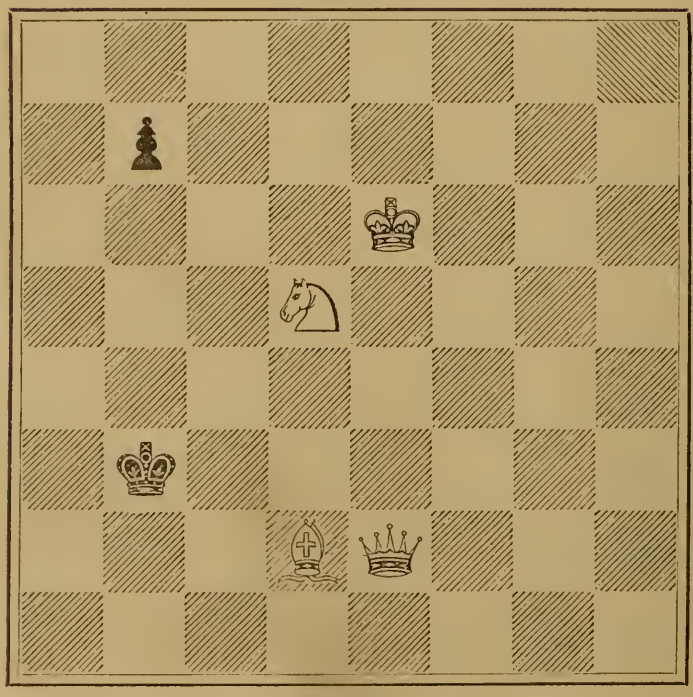

WHITE.

White to play and give mate in 3 moves.

PROBLEM BY M. J. MURPHY, ESQ.,

QUEBEC.

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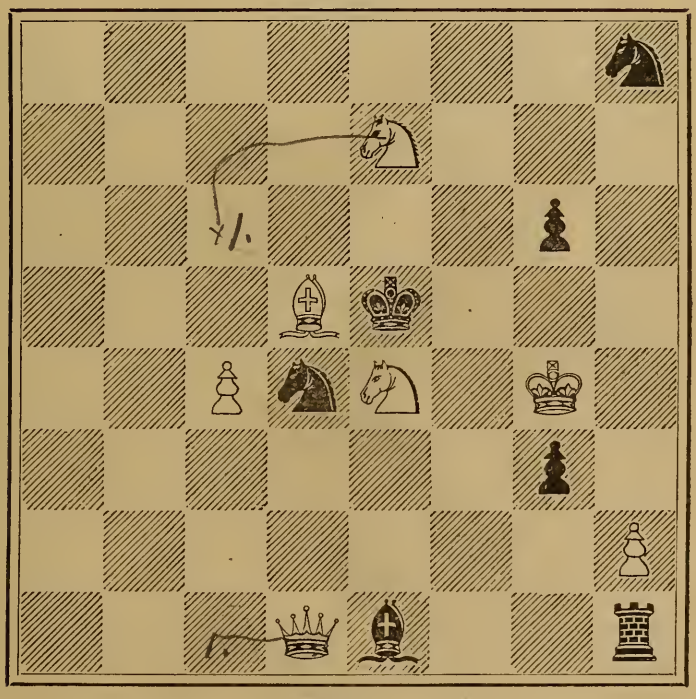


WHITE.

White to play and give mate in 2 moves.

White Black

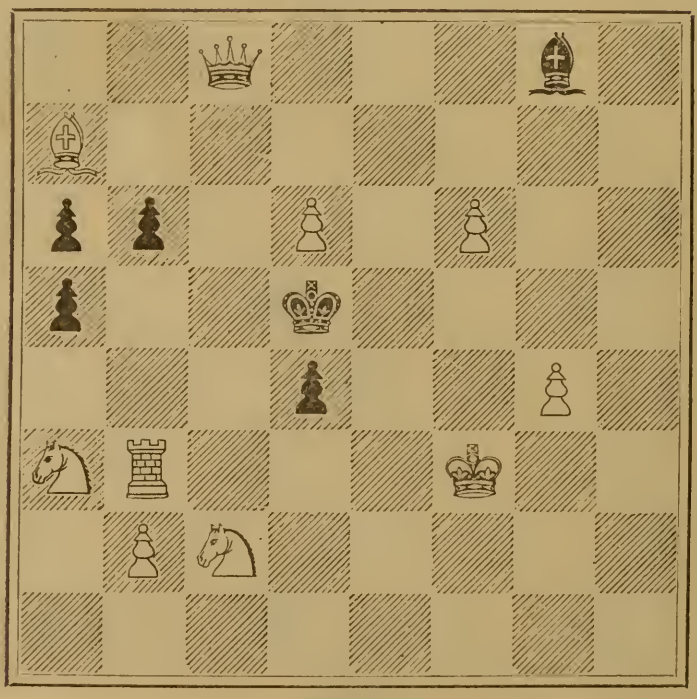
1. Q to K.B sq. Any move

2 Q to Q ~~Kt fifth~~ fifth mate

4 QB3 does the trick

PROBLEM BY ROBERT H. SEYMOUR, ESQ.,

BLACK.



WHITE.

White to play and give mate in 3 moves.

PROBLEM BY F. M. T. TEED, ESQ.

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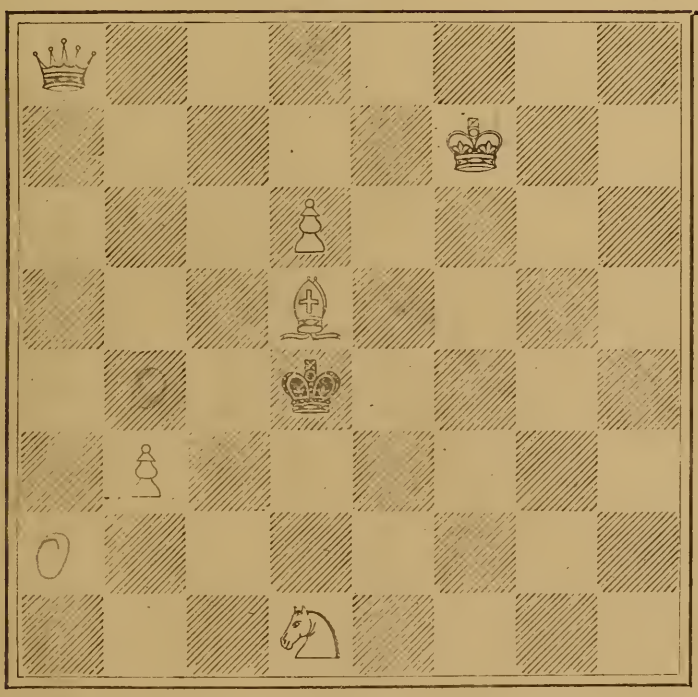

WHITE.

White to play and give mate in 3 moves.

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Fraser

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